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# COMMODORE FORMAT

The very best C64 mag money can buy!

ISSUE 33 ● £2.50 ● JUNE 1993

## POWERPACK'D

- WATER POLO FULL GAME
- SNACKMAN FULL GAME
- COYRA pt2 FULL GAME
- ATA FULL GAME
- SPRITES TUTORIAL PROGRAM

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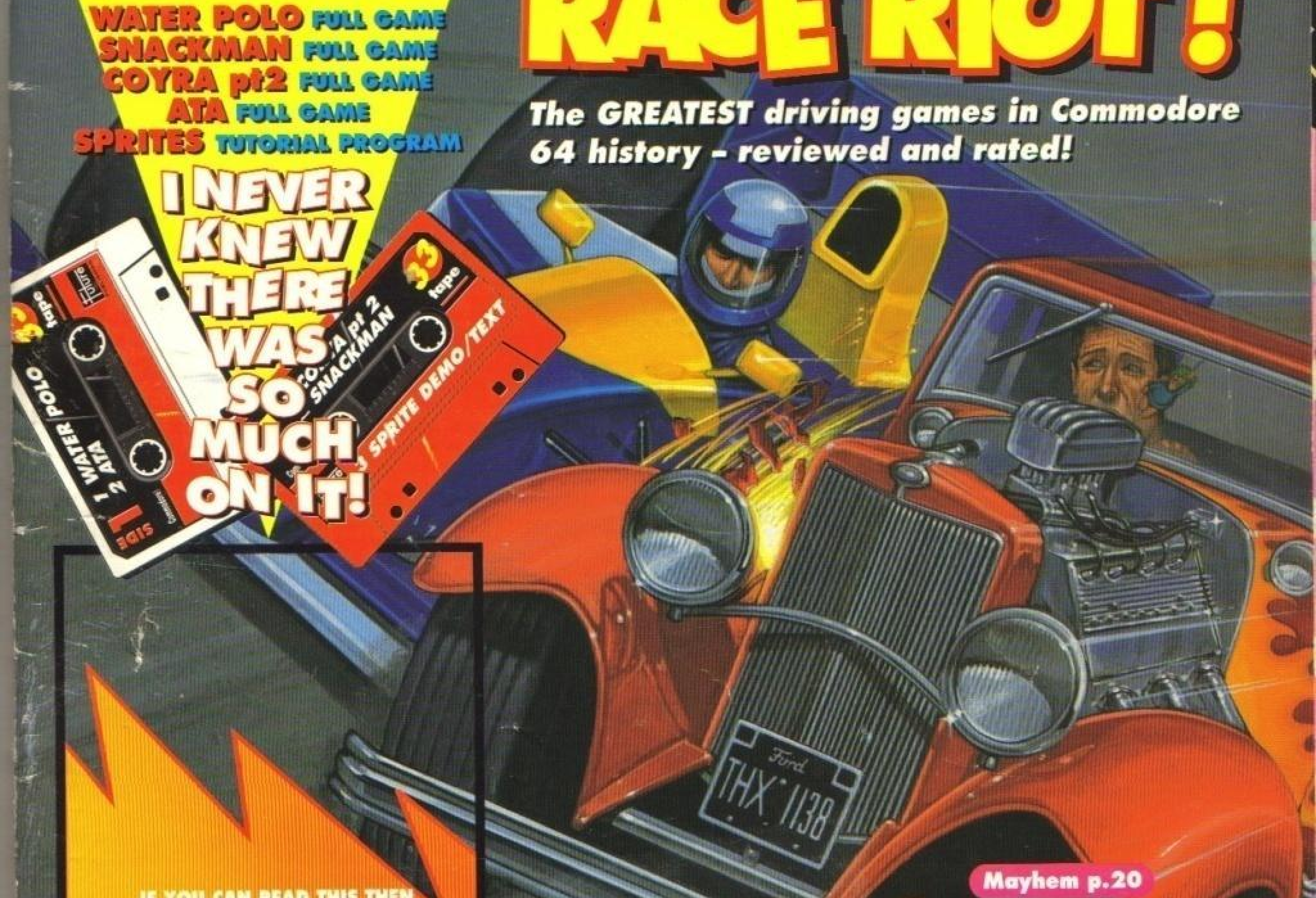

IF YOU CAN READ THIS THEN YOUR POWER PACK'S MISSING. ASK YOUR NEWSAGENT FOR A REPLACEMENT RIGHT NOW!

Tape to disk SPLENDID! Turn to p.6.

Mayhem p.20

Sleepwalker p.54

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**COMPO!** over £500 worth of Fun School 4 – up for grabs! p.52

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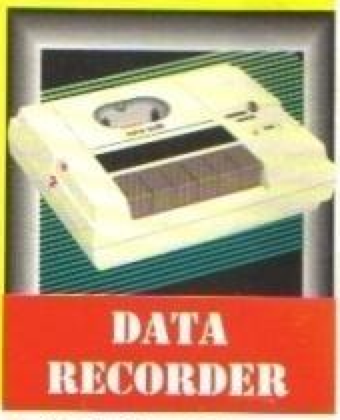

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REVEALED!

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# CONTE

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CF33
June 1993

**Editorial & Advertising Offices:**
*Commodore Format*, Future Publishing Ltd, 30 Monmouth Street, Bath, Avon, BA1 2BW.
**Tel** 0225 442244
**Fax** 0225 446019

EDITORIAL
**Editor** Trenton Webb
**Art Editor** Ollie Alderton
**Production Editor** Dave Golder
**Staff Writer** Clare Hodgson
**Art Assistant** Lisa Kellet

ADVERTISING
**Senior Sales Executive** Jackie Garford
**Trainee Ad Executive** Rob Bennet

CONTRIBUTORS
**Editorial**
Jason Finch
Andy Roberts
Apex Productions
**Photography**
Stuart Baines
**Cover**
Paul Kidby
**Artwork**
Mike Roberts
John Richardson
Jolyon Webb

PRODUCTION
**Production Co-ordinator** Craig Broadbridge
**Production Technicians** Simon Windsor, Chris Stocker, John Moore, Heath Parsons, Mark Gover
**Paper Controller** Fiona Deane
**Production Controller** Claire Thomas
**Group Production Manager** Judith Middleton

MANAGEMENT
**Publisher** Jane Richardson
**Promotions Assistant** Tamara Ward
**Circulation Director** Sue Hartley
**Group Publishing Director** Greg Ingham
**Managing Director** Chris Anderson

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**Ollie would also like to thank: Calvin and Hobbes**
**Clur would also like to thank: The Danish Bacon Co.**
**Lisa would also like to thank: American Express**

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*Lemmings* update and *Bee 52* – Rock Lobster!

We test drive the very best C64 car games – to destruction!

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## 17 THE ULTIMATE DRIVE-'EM-UP!

From Trebants and Testarossas, the softies have tried every conceivable approach to recreate the thrill of road racing. Clur lifts the bonnet on over 50 racing games!

## 20 LET'S MAKE A MONSTER

"They did the map, they did the monster map." The Rowlands Boyz start plotting the positions of the monsters that gave their new game its name (which is *Mayhem In Monsterland* by the way).

## 50 WWF WRESTLEMANIA

*Hit Squad*

**BSkyB's bully boys return to the C64 in budget mode. One year down the line are they still the 'Supertars of Wrestling' or hammy old has-beens?**

## 52 DARKMAN

*Hit Squad*

**Sam 'Evil Dead' Raimi's face-changing movie was daft but great fun. Can the C64 conversion recreate this blend of superhero silliness?**

## 54 SLEEPWALKER

*Hit Squad*

**It may have missed Red Nose Day, but Ocean (they still do a lot of work for charity y'know) are just giving gameplay away in this brilliant fund-raiser.**

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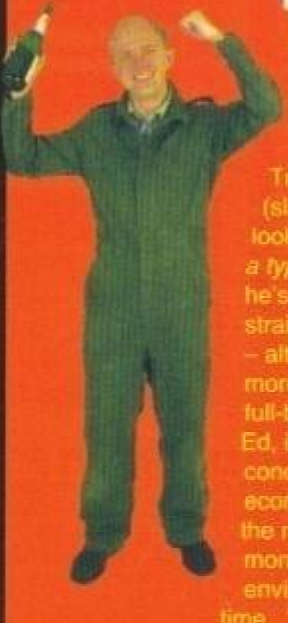
## 56 4-MOST WORLD SPORTS

*Alternative*

**Apple pie meets Sushi! Three all-American star sports and Japan's leg-sweeping fave join forces on one tape!**

# COMMODORE'S C64



### TRENTON WEBB EDITOR

Although it took him at least 23 attempts to pass his driving test Trenton is a natural (slave) driver. He really looks the part (*er, is that a typo? – Dave*) when he's screaming down the straights in the *CF* racer – although 55mph is more of a warble than a full-blooded holler! Our Ed, it seems, is more concerned with fuel economy than winning the race. "I can save money and help the environment at the same time..." How very sad!

### DAVE GOLDER PRODUCTION EDITOR

Dave's eye for detail and his innate logistic skills made him the obvious choice for job of truck driver... er, well actually it didn't but nobody else wanted to do it. His job is to drive the team truck carrying the *CF* racer and the team (*and the refreshments – Dave*) to and from all the races. It's an important job which offers little fame or glory, but Dave really seems to enjoy a life on the road – that's when we can actually get him on the road and out of the Little Chefs and the Happy Eaters and the...

### OLLIE ALDERTON ART ED

Ollie, being handy with pen and paper, seemed the perfect choice for navigator. Before our run to Brands Hatch, he spent hours planning the route. We thought he was doing well until Clur pointed out that Perth

# NTS

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Get *CF* delivered to your door and earn yourself TWO smart freebies!

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In the first of a two-month teach-'em-up Bones tells everything you ever needed to know about sprites… and then some!

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The Mighty Brain answers your questions!

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*Kixx*

Barry Shinobi funks his shaky stuff in five deadly missions. Does his canine counterpart cut the mustard or is the game a dog?

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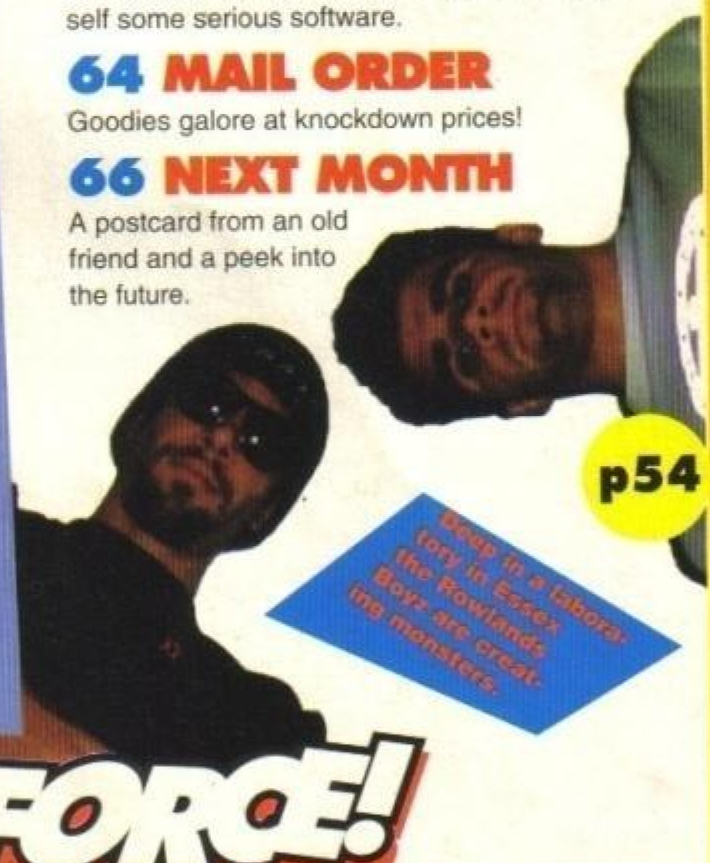
## 60 ROBIN HOOD – LEGEND QUEST
*CodeMasters*

The Sheriff of Nottingham has Maid Marion a prisoner and only Rob can save her. Perilous platform action awaits the Boy 'n' The Hood.

## 62 JAMES POND 2: CODENAME ROBOCOD
*Kixx*

Spoof super-spy guy James Pond of F.I.S.H. gets a suit of armour, a stretchy middle and a HUGE mission. Will he beat the evil Doctor Maybe? Maybe not.



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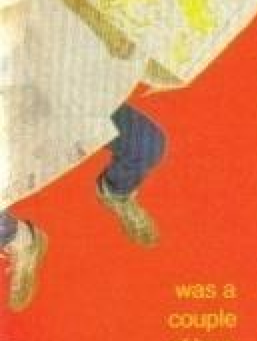
Deep in a laboratory in Essex the Rowlands Boyz are creating monsters.

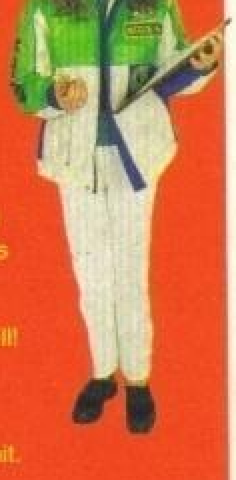
## DRIVING FORCE!



was a couple of hundred miles north of Kent. It seems we'd taken a route in accordance with Neo Cubist theories!

**CLUR HODGSON**
**STAFF WRITER**

Clur needed no invitation to get seriously mucky. Eagerly she pulled on her coveralls and poked her head under the bonnet. Within seconds she'd whipped out the sump, removed the fuel pump and bled the brakes. Imagine how stupid she felt when we told her our that ours was the 'other' red car! Still, I don't imagine Mr McLaren wanted that carburettor.



**LISA KELLET**
**ART ASSISTANT**

Little Lisa's love of figures – most evident in her huge credit card statements – made her the obvious choice for our team statistician, the person responsible for keeping track our lap timings. The post rather went to her head, though, and within days she was doing timed laps of Harrod's (two hours 43 minutes being her record) which included a purchase at every single till! Even more impressive though, was her sudden turn of speed when her storecard went over its limit. Go Lisa, GO!

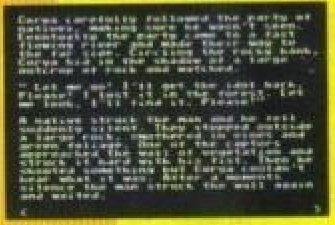
## POWERPACK PAGES

## POWER PACK

**Four fabulous full games!**

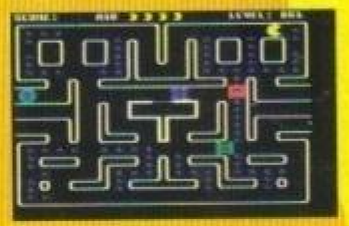
### WATER POLO
**Side One**
**Tape count 000**
Bring on the drowning horses! Splashing fun!

### COYRA PART 2
**Side Two**
**Tape count 000**
More warrior mage jiggery-pokery in the land of the text adventure!



### ATA
**Side One**
**Tape count 070**
Block-busting Tetris-style puzzler. Very Russian.

### SNACK MAN
**Side Two**
**Tape count ~~065~~ 057**
Classic maze-made mayhem.



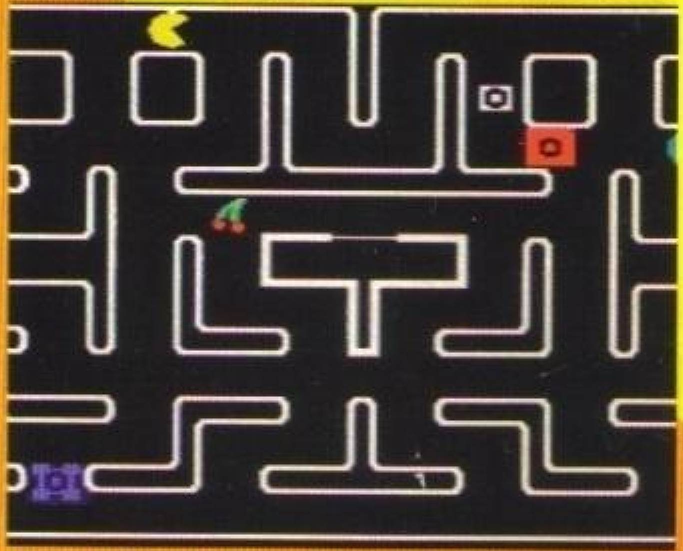
**For full details on all the games and programs on Power Pack 33 all you've got to do is turn the page. What an amazing concept!**

**To load any of the games on the Power Pack, wind the tape to the start of the**

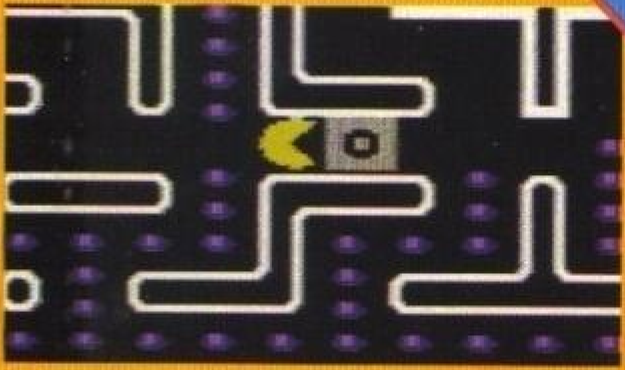
**Ripped the cassette off the cover? Slammed it in your datassette? Loaded something up? Come to a grinding halt because you don't know what to do next? Don't panic – Clur's here to tell you everything you need to know about this month's Power Pack.**

# POWER PACK 33

## SNACKMAN



Dinner, dinner, dinner, dinner, dinner, dinner, dinner, dinner – *SNACKMAN!*



**Just think of it – 200 points if I scoff this one or loss of life if he suddenly turns red.**

This makes me feel old. I can remember when *PacMan* was state of the art. Now computer games have come further than anyone could have ever imagined, in terms of graphics at least. But you can't beat good gameplay, and *PacMan* had it in spades. And today's your lucky day because *SnackMan* is a near-perfect PD clone of the original *PacMan*. It plays smother than the cream in a Twinkie™ and is sooo easy to get the grips with.

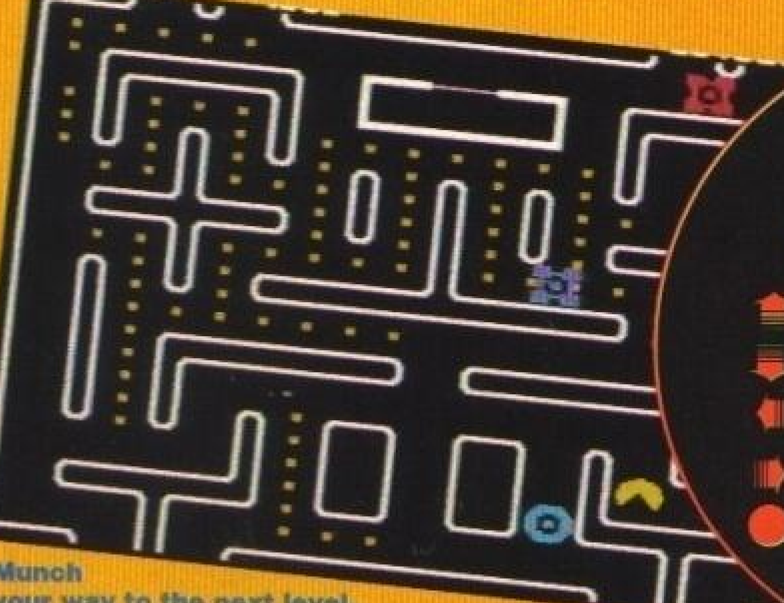
You take control of the round, yellow, munching Snackman and your whole aim in life is to eat everything in sight (*remind you of anyone Dave? – Ed*). Small brightly-coloured round things are your favourite snack while square pointy things give you indigestion. Green flashing things act like a strong blend of Rennie™ and Tums™; when Snackman eats them the square pointy things turn grey and edible for a short time.

The number of lives you have left is displayed at the top of the screen in the form of a number of yellow blobs. Every time a square spiky whatsit collides with you, that's one life down. Every time you chomp something you get points. Consume all the blue dots on a level and you're whisked away to the next.

Ah, they don't make 'em like they used to.

### WANNA SEE MORE?

If you want to see some more of ODUS's PD stuff check out the *ODUS Hyper Pack* reviewed in last month's CF. It contains 16 programs – games and utilities – on one disk, for the bargain price of £6.99. Interested? Then write to ODUS, 71 Helmsley, Willerby Road, Hull. HU5 5ED ☎ 0482 500597.

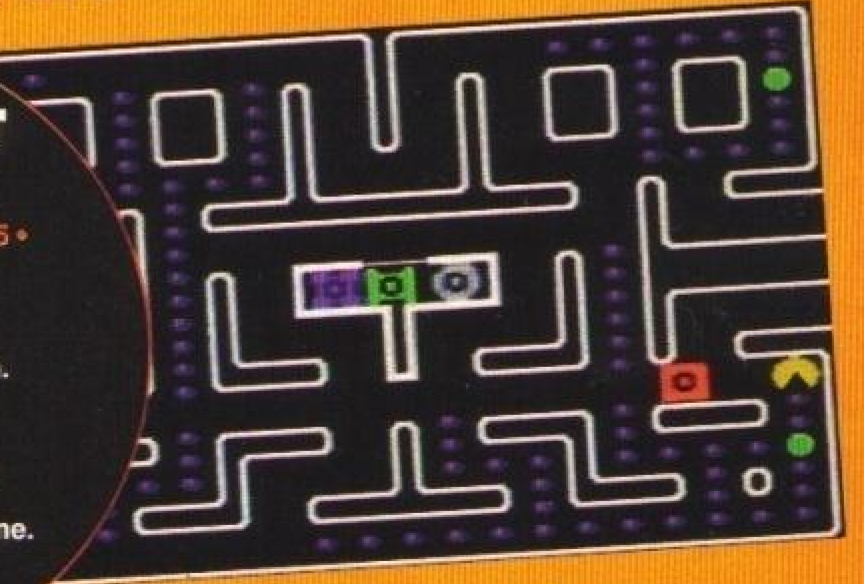


**Munch your way to the next level. Simply eat all the dots and avoid the baddies.**

### QUICKSTART INFO

Side Two • Tape Count 065 • Joystick port 2

| | |
|---|---|
| UP | Go up. |
| DOWN | Go down. |
| LEFT | Go left. |
| RIGHT | Go right. |
| FIRE | Start game. |

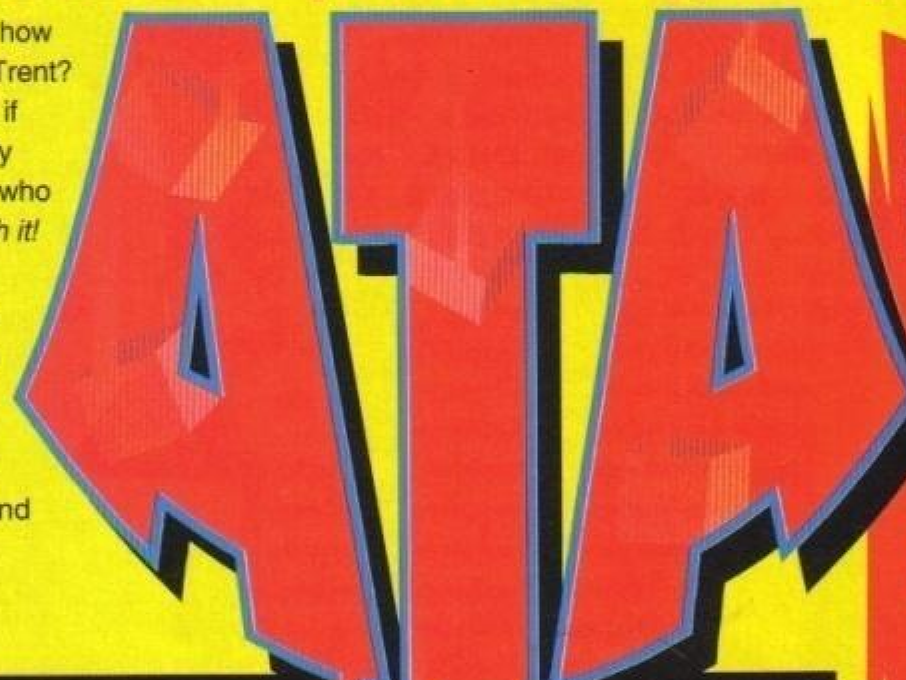


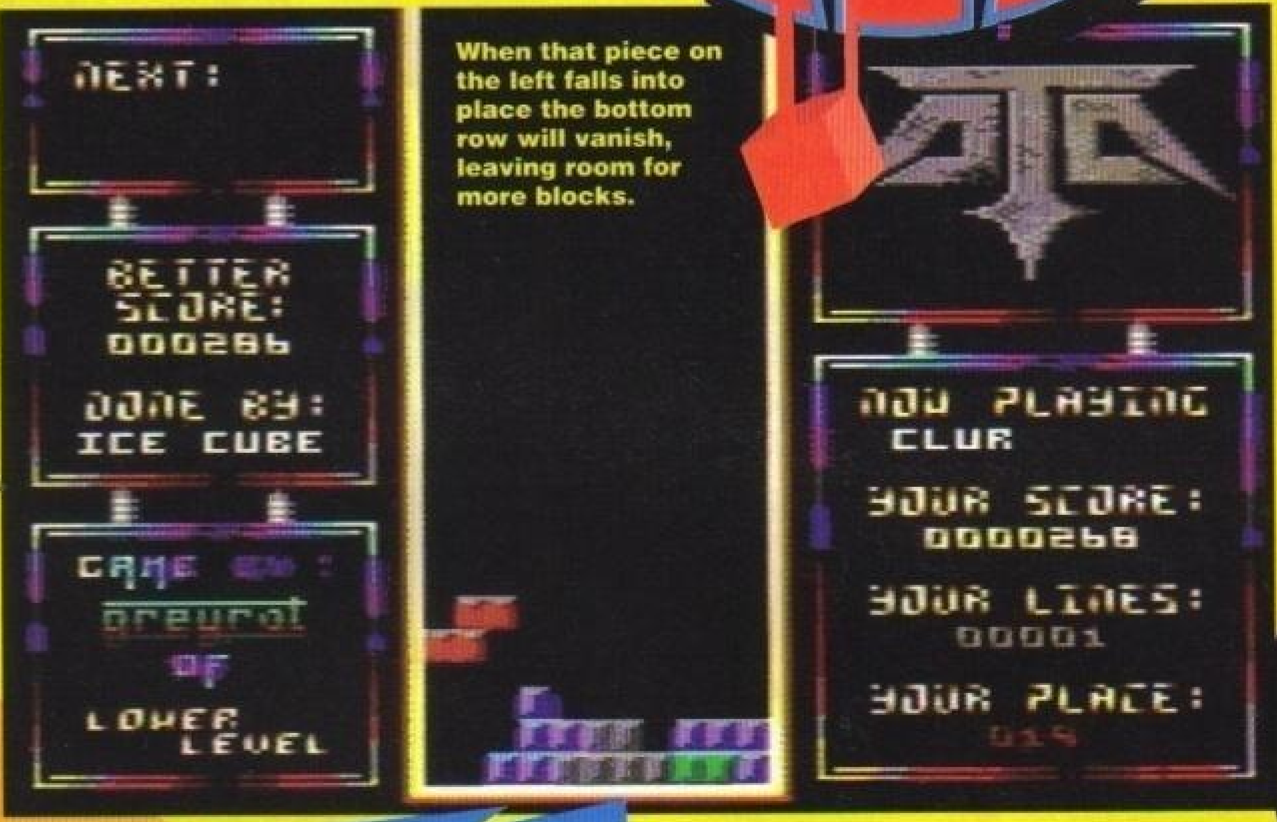
**Munch the green pill and the red nasty will become quite palatable – for a while!**

**program, hold down Shift and press Run/Stop, then press Play.**

Do I really need to explain how to play this *Tetris* clone, Trent? (*YES! – Ed*). Okay, then, if you're sure it's needed. If you really reckon there's someone out there who doesn't know how to… (*get on with it! – Ed*). Right, here goes:

**1** The blocks fall from the skies.
**2** Rotate 'em with the Fire button.
**3** Slot the shapes into place.
**4** If you make a line that goes all the way across the play area without any gaps it disappears and you get loads of points.
**5** The game gets faster.
**6** You panic.

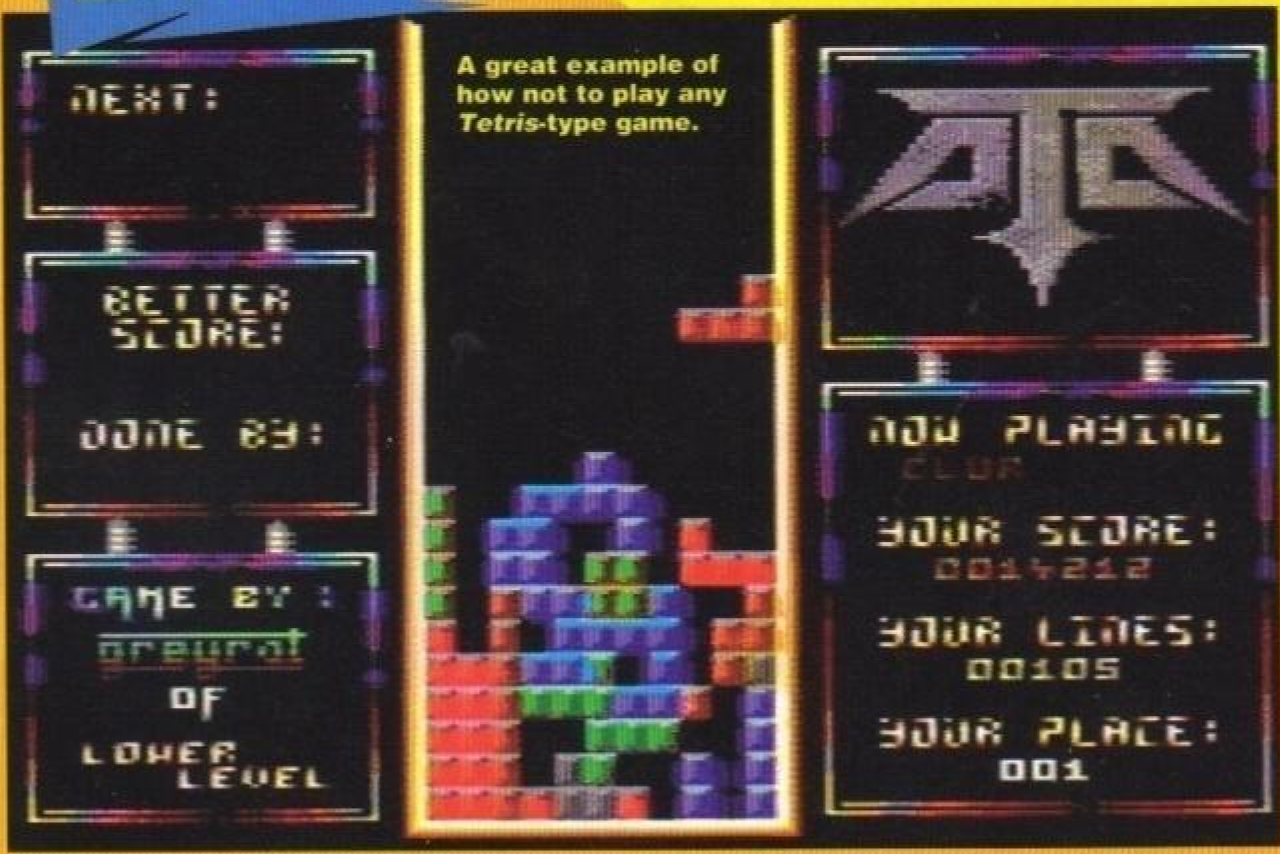




When that piece on the left falls into place the bottom row will vanish, leaving room for more blocks.

## UTOPIAN VALUES

*ATA* is one of a huge collection of PD programs available from Utopia PD. If you want to order a catalogue then contact them at: Utopia PD, 10 Cwmaman Road, Godreaman, Aberdare, Mid Glamorgan. CF44 6DG.



A great example of how not to play any *Tetris*-type game.

## NO LOAD ZONE

Sometimes even I have trouble loading my Power Packs. You know how it is. You've done your best, you've tried all the options but even re-aligning the tape head won't work.

That's when I turn to Ablex for their expert help. They offer a truly excellent tape replacement service, for those times when only the best will do. If you too suffer from the same embarrassing problem, then pop the tape in a jiffy bag, along with a stamped addressed envelope and send it to:

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Ablex Audio Video
Harcourt, Telford
Shropshire, TF7 4QD

Don't send your tapes to us here at *CF*. If you do they'll invariably get lost under the masses of other post we have to sift through every month. So folks, for quick service, send your faulty tapes to Ablex!

## QUICKSTART INFO

Side One • Tape Count 070 • Joystick port 2

| | | |
|---|---|---|
| ▲ | UP | Pause. |
| ▼ | DOWN | Accelerate the rate at which the piece falls. |
| ◀ | LEFT | Move piece left. |
| ▶ | RIGHT | Move piece right. |
| ● | FIRE | Rotate the piece through 90 degrees. |
| ■ | N | Toggle the NEXT PIECE WINDOW. |

## GOT A DISK DRIVE?

Let's face it, slipping a disk smoothly into a drive is a lot easier than having to fiddle around with a head alignment screw. If you're lucky enough to own a disk drive for your 64, then this service was designed especially for you. For a small fee (to cover postage and duplication costs) our mates at Ablex will send you a Power Pack lovingly transferred on to 5.25-inches of floppy disk.

Getting hold of your disk is easier than Tony Slattery spotting. Simply cut out the coupon from the tape inlay card. Pop it in an envelope along with your name, address and a cheque for £1.50 (made payable to Ablex Audio Video), and send the whole kit'n'kabbodle to:

*CF*33 Tape-to-Disk
Ablex Audio Video
Harcourt, Telford
Shropshire, TF7 4QD.

➤

# WATER POLO

Thanks to Linda at The South West Region Sports Council we bring you the most detailed run down of the rules of Water Polo in any magazine this side of *Soggy Sports Special*.

*Water Polo* the computer game is more faithful to the sport it's based on than most sports sims; for example each of the four periods lasts for seven minutes, the same length of time as in the real game.

Basically it's all about scoring goals, but at least two players must touch the ball before a goal can be scored. There are seven players from each team in the water at any time, one team all in blue caps and the other in red (in the computer version, anyway – in the real game the caps are either blue or white).

When a player is under joystick control (er, yes, we *are* talking about the computer version here) his cap changes colour. If you want to swap control to another player at any time a click the joystick button will select the player who's currently nearest the ball.

During play a team can only keep possession of the ball for 35 seconds (check the timer counting down at either end of the pool). If an attempt at scoring a goal is not made within the 35 seconds, you'll hear a whistle blow and the ball will pass automatically to the other team.

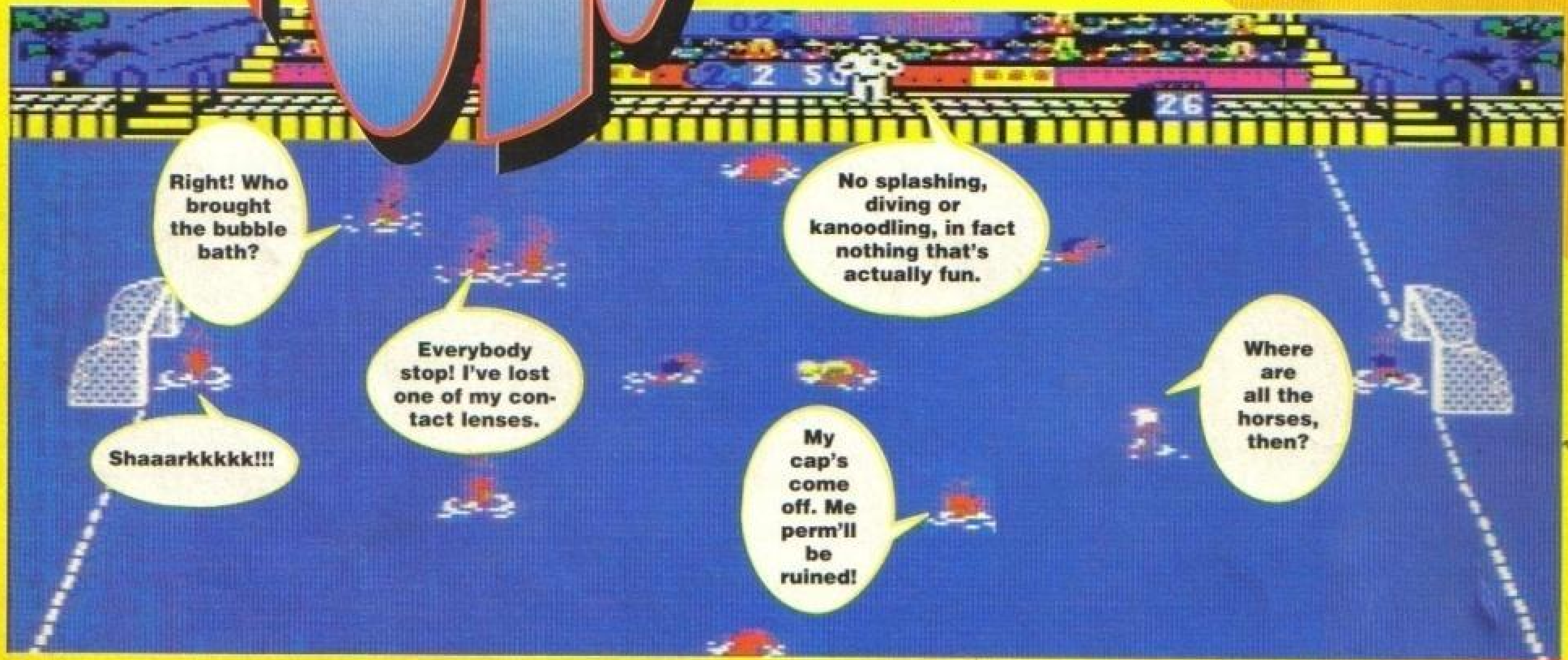
The ball is deemed out of play when it hits the side of the pool or leaves the pool. In either case, the ball is thrown back into play by an opposing player from the place where the ball went out.

You'll never have had so much fun in the water, er, when you've not actually been in the water at all (if you see what I mean).

## QUICKSTART INFO

Side One • Tape Count 000 • Joystick port 2

| | |
|---|---|
| ⬆ UP | Swim up the screen. |
| ⬇ DOWN | Swim down the screen. |
| ⬅ LEFT | Swim left. |
| ➡ RIGHT | Swim right. |
| ● FIRE | Click and hold to reach up to catch the ball, double click to throw it. |
| Other Info | To pause press RUN/STOP. |

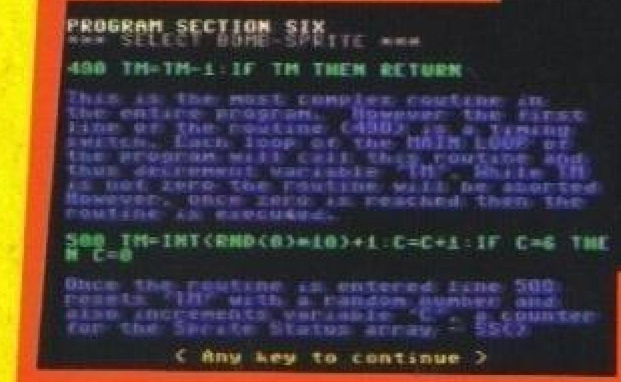

Right! Who brought the bubble bath?
No splashing, diving or kanoodling, in fact nothing that's actually fun.
Everybody stop! I've lost one of my contact lenses.
Shaaarkkkkk!!!
My cap's come off. Me perm'll be ruined!
Where are all the horses, then?

## SPRITE DEMO

Okay, there ain't a lot to this game, but there's a reason for that. Y'see it's not really a game. It might look like one, but it's not. It's an example. Honest.

It goes with our sprite feature (see page 23) and is there, basically, for all the techy-minded amongst you. Because also on the Power Pack (side two, tape count 100) there's a listing and full explanation of the how the thing works. It's basically there to whet your appetites and we'll be going into more detail about it next month, after our introductory sprite sesh' this issue. If all that kind of stuff is a bit of a mystery to you, though, you can still have a blast at it if you really want.

You're the ship at the bottom, which can move left and right and fire. Bombs fall from the skies at various speeds and from various locations. All you have to do is shoot the bombs to destroy them before they hit the ground. The number that get through your defences is displayed at the top of the screen. Er, and that's it. Look, it's not supposed to be the next *Smash TV*, okay?



```
PROGRAM SECTION SIX
*** SELECT BOMB-SPRITE ***

400 TM=TM-1:IF TM THEN RETURN

This is the most complex routine in
the entire program. However the first
line of the routine (400) is a timing
switch. Each loop of the MAIN LOOP of
the program will call this routine and
thus decrement variable "TM". While TM
is not zero the routine will be aborted
However, once zero is reached then the
routine is executed.

500 TM=INT(RND(0)*10)+1:C=C+1:IF C=6 THE
N C=0

Once the routine is entered line 500
resets "TM" with a random number and
also increments variable "C", a counter
for the Sprite Status array - SS()

          < Any key to continue >
```

More than a game – an explanation as well.

The Bombs You've Missed = 1

Avoid the bombs and marvel at the machine code.

## QUICKSTART INFO

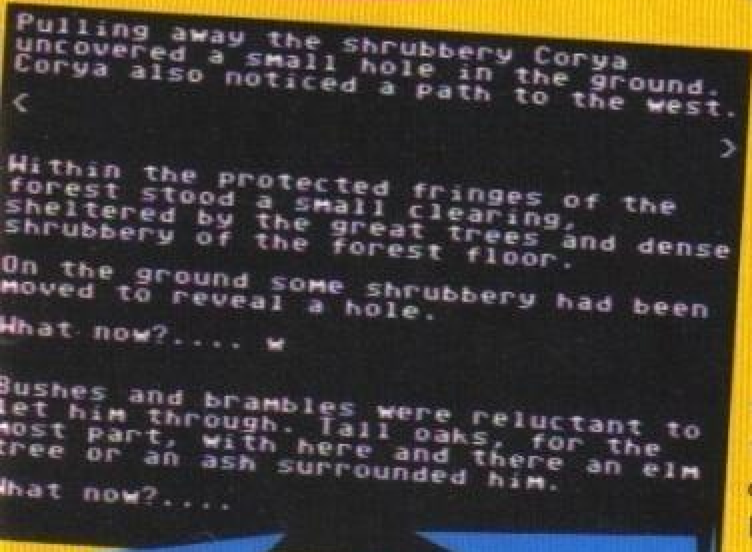
Side Two • Tape count 085 • Joystick port 2

| | |
|---|---|
| ⬅ LEFT | Move ship to the left |
| ➡ RIGHT | Move ship to the right |
| ● FIRE | Blasting time! |

For more information turn to our sprites feature which starts on page 23.

# CORYA PT 2

## THE WARRIOR SAGE



```
Pulling away the shrubbery Corya
uncovered a small hole in the ground.
Corya also noticed a path to the west.
<
                                      >
Within the protected fringes of the
forest stood a small clearing,
sheltered by the great trees and dense
shrubbery of the forest floor.
On the ground some shrubbery had been
moved to reveal a hole.
What now?.... w

Bushes and brambles were reluctant to
let him through. Tall oaks, for the
most part, with here and there an elm
tree or an ash surrounded him.
What now?....
```

### CORYA – PART ONE COMPLETE SOLUTION

Don't read this unless you're a girly wuss and want the solution to part one of *Corya*, which was on last month's covertape:

D • E • E • E • CAST CHERISH • E • GET ROPE • W • X DOORWAY • GET BEAM • S • LISTEN • PROP ROOF • MOVE WOOD • CAST HEAL • GIVE SWORD • CAST FIRE • E • E • E • E • CHOP TREE • CAST CHERISH • TIE ROPE • TIE ROPE • LEAD HORSE • MAKE RAFT • PUSH RAFT • E • E • E • S • X TRAIL • CAST FIRE • SLEEP • DRINK WATER • HIDE • FOLLOW...

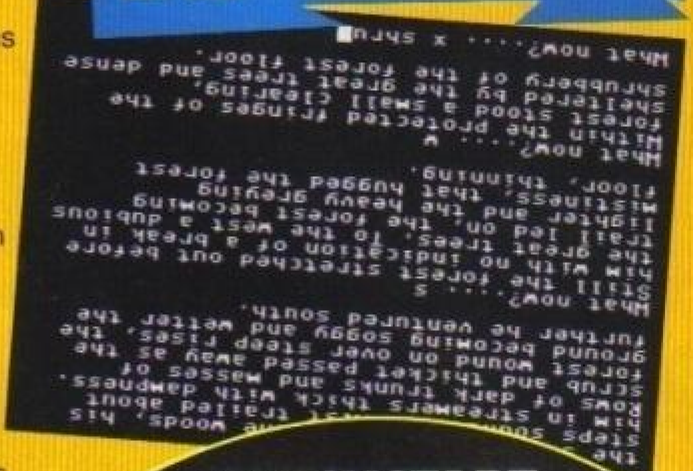
Once again we voyage into the realm of Tannan, where dragons roam the mystic forests, pubs are called inns, everyone speaks in hushed, sombre tones, magic is still very much a part of people lives and other fantasy role-playing clichés lurk in every dark and forbidding corner (of which there are loads).

The second episode of this fab adventure takes you deep into the shrubberies of the dank, dark forests that surround the village of Brymhal. This time round Corya, son of Coryu, half cousin to Tes'Co of the C'ryar Bag Empire, supermonk, warrior priest and all-round do-gooder must face even greater dangers than the dragon in part one.

Playing is simple – just load up the game, type in the password (which, as you will already know if you played the game last month, is HAWK) at the first prompt and you're off. Then all you do is read the text that comes up on-screen, decide what you want Corya to do, and type in your instructions. Read the text carefully and take nothing for granted. A throwaway line may conceal a vital clue. Then again it could be a load of pseudo-mystical mumbo jumbo.

### CONTINUING ADVENTURES

The Guild specialise in producing quality adventures for your 64. If you want a copy of their catalogue write to: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham. B24 9NX.



```
the
steps sou                 e woods, his
him in streamers         t trailed about
Rows of dark trunks with dampness.
scrub and thicket passed away as the
forest wound on over steep rises, the
ground becoming soggy and wetter the
further he ventured south.
What now?.... s
Still the forest stretched out before
him with no indication of a break in
the great trees. To the west a dubious
trail led on, the forest becoming
lighter and the heavy greying
mistiness, that hugged the forest
floor, thinning.
What now?.... w
Within the protected fringes of the
forest stood a small clearing,
sheltered by the great trees and dense
shrubbery of the forest floor.
What now?.... x shru█
```

### QUICKSTART INFO

Side Two • Tape Count 000 • Keyboard

● Password: HAWK

*Corya* is what is known in the trade as a text adventure. Th means that you're going to have to type in instructions for Wa Sage obey. Here are some of the more common orders:

- W – Go West (young man).
- E – Go East (old woman).
- N – Go North (middle-aged donkey).
- S – Go South (embryonic hippo).
- GET (then an object) – Pick up the object in question.
- CAST (then name of spell) – Cast one of your collection of s
- X (then name of an object) – Examine (the object you've nar
- FEEL (plus an object) – For a closer examination.
- WAIT – You never know, something might happen .
- Say – Use this one when you want to talk to somebody
- I – Inventory (in other words take a look at the stuff you've stashed away in you rucksack).
- SHRUBBERY – A collection of small plants that the Knights that go "NI" are rather fond of (especially split level shubberies with a waterfall effect).

## DOES YOUR PROGRAM DESERVE TO BE ON THE POWER PACK?

So, you reckon you could whip up a decent bit of code? Think it's good enough to be on the Power Pack? Well, prove it. Send your latest creation off to us, whether it's a game or a utility (as long as it's good) and we could give you your (*first – Ed*) 15 minutes of fame. Fill in this form and send it along with your program to: I Have The Power, *Commodore Format*, 30 Monmouth Street, Avon Bath BA1 2BW.

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**SIGNED** ____________________ **DATE**

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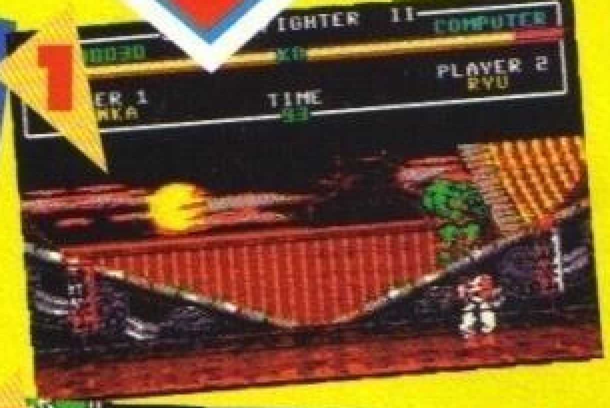
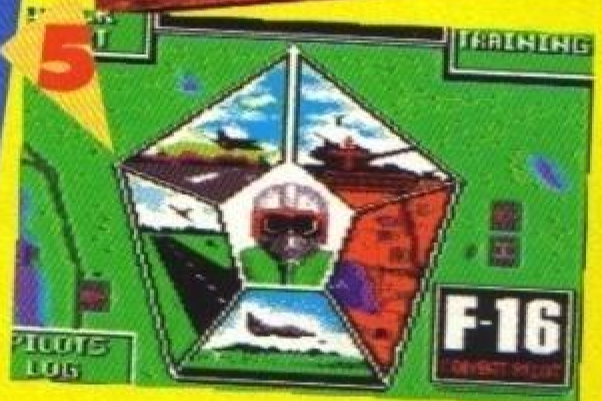
# CHARTS

## TOP TEN

| | | | | | |
|---|---|---|---|---|---|
| 1 | **STREET FIGHTER 2** ▶ | US GOLD | £12.99 | CF29 | 80% |
| 2 | **Dizzy, Prince Of The Yolkfolk** ▲ | CodeMasters | £3.99 | CF17 | 91% |
| 3 | **STREET FIGHTER** ▼ | Kixx | £3.99 | CF30 | 36% |
| 4 | **TERMINATOR 2** ▲ | HIT SQUAD | £3.99 | CF30 | 72% |
| 5 | **F16 COMBAT PILOT** ▲ | ACTION 16 | £3.99 | CF33 | 63% |
| 6 | **GOLDEN AXE** ▼ | TRONIX | £3.99 | CF20 | 89% |
| 7 | **HERO QUEST** ▼ | GBH | £4.99 | CF30 | 94% |
| 8 | **SPELLBOUND DIZZY** ▲ | CODEMASTERS | £3.99 | CF17 | 91% |
| 9 | **RAINBOW ISLANDS** ▲ | HIT SQUAD | £3.99 | CF19 | 92% |
| 10 | **WRESTLING SUPER STARS** ▼ | US GOLD | £12.99 | CF29 | 52% |

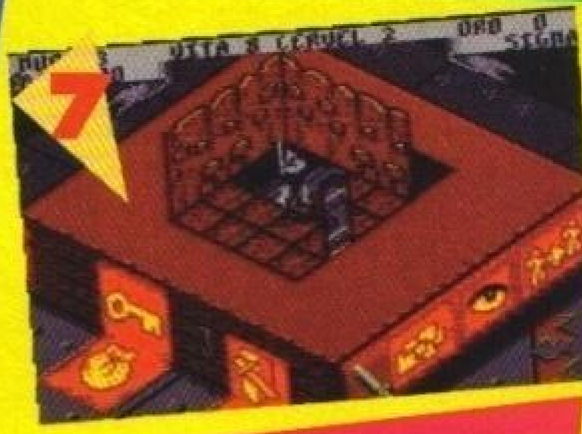
1


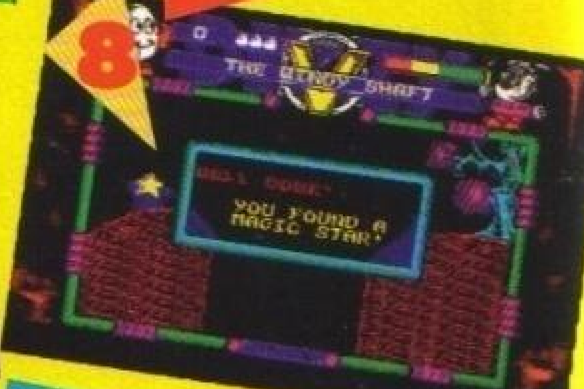
5


## CHART FACTS

In this month's C64 Top 40 games chart there are:

- ⑩ Sports sims
- ⑤ Dizzy games
- ⑨ CodeMasters games (over half of them starring Dizzy)
- ⑤ Beat-'em-ups
- ⑧ Games with '2' in title (all of them sequels)
- ③ Games with '3' in the titles (one of them not a sequel – *3D Snooker*)
- ⓪ Games with any Daleks in them

7


8


## A WHAT SIM?! TOP FIVE

**1 NINJA SCOOTER SIMULATOR** – What the hell is a ninja scooter supposed to be, anyway?

**2 ADVANCED BMX CHAMPIONSHIP SIMULATOR** (CodeMasters) – For those of you who passed your cycling proficiency test in the non-advanced game.

**3 FRUIT MACHINE SIMULATOR** (CodeMasters) – Unfortunately your winnings were simulated too.

**4 SUPER SCRAMBLE SIMULATOR** (Kixx) – Egg whisking at its most frighteningly realistic.

**5 BEACH BUGGY SIMULATOR** (Silver Bird) – Just imagine you're mowing down the cast of *Baywatch*.

## A REALLY SATISFYING END?

What do reckon was the biggest, meanest, hardest, but ultimately most-satisfying-to-blast-into-a-million-tiny-pieces end-of-level guardian ever? *Smash TV* has its share of complete gits, but Trent reckons that the lot in *Rainbow Islands* are pretty impressive. But for once, what we think doesn't matter. In the first of a new mini-series starting soon in *CF* we want to know what you think. Let us know what your favourite end-of-level guardian is whatever way you can; write to us at the normal address (*CF*, 30 Monmouth Street, Bath, Avon BA1 2BW) specifically to let us know, or jot down your choice when you write to some other part of the mag (Gamebusters, TMB, etc). Alternatively, give us a ring (0225 442244) on any Tuesday. This one's gonna be a monster.

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| PRA 1209 | Swift 9/9x/124D/224 | £32.25 |
| PRA 1709 | Swift 24/24x/24e/200/240 | £26.38 |

### 32K MEMORY EXPN

| | | |
|---|---|---|
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### PRINTER STAND

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|---|---|---|
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| RIB 3924 | 124D/Swift 24/200/240 Black | £4.20 |
| RIB 3936 | 224/Swift 9/24/200/240 Col | £15.83 |
| RIB 3248 | PN48 Single Strike | £3.61 |
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| | | |
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|---|---|
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- Quarter Printing and Auto Set Facility
- Ultra Quiet Mode - 43dB(A)
- Colour Kit - Optional Extra (See Below)
- FREE Silica Printer Starter Kit

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| | |
|---|---|
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| SAVING: | £139 |
| SILICA PRICE: | £179 |

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| | |
|---|---|
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- Parallel Interface
- Graphics Resolution: 360 x 360dpi
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| | |
|---|---|
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| | |
|---|---|
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|---|---|
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|---|---|
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|---|---|
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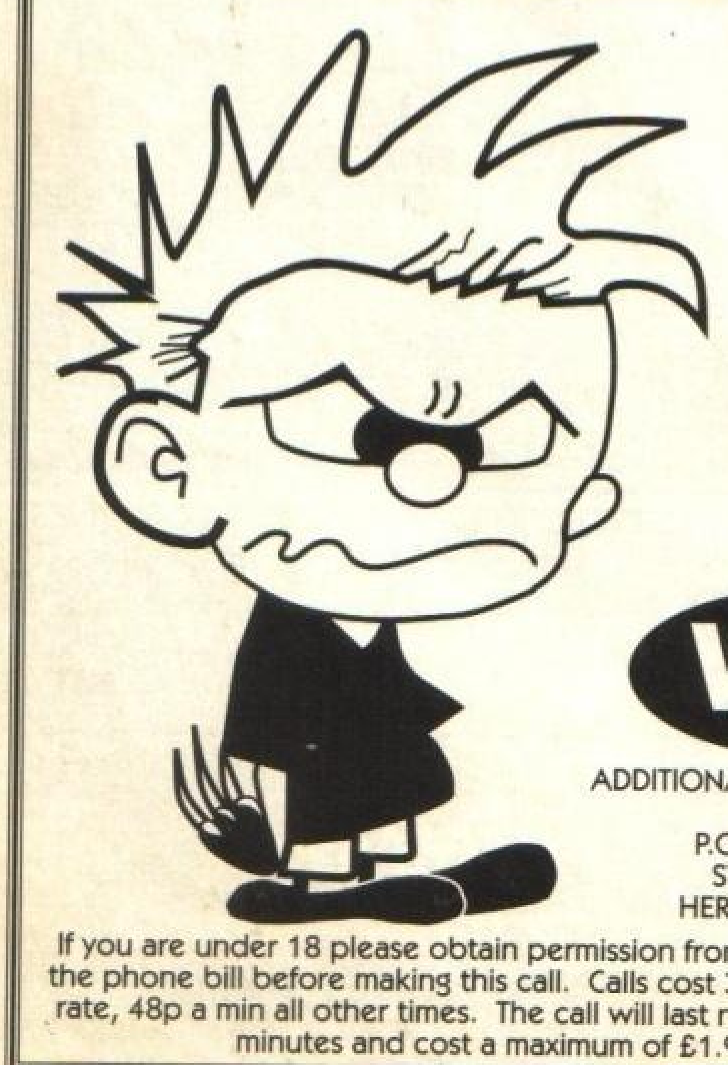

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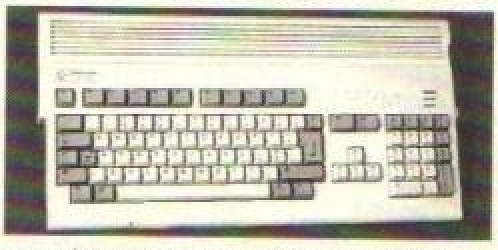

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# SNIPPETS

News, gossip and other essential bits'n'pieces.

## ORDER, ORDER!

Okay, so your local retailer's C64 shelves are looking barer than Mother Hubbard's cupboard on a Bank Holiday Monday. But don't forget that you can still order C64 games from those high street branches that stock computer software. In fact W H Smith had so many orders for *ARNIE 2* when it first came out that they decided to order extra copies to stick on their shelves. So don't forget consumer power. Make a noise and make it loud (as long as it's not anywhere near my house at 3am, that is).

## ARISE SIR LEMMING

**Lemmings have conquered the world, it's official. Well, it must be 'cos Psygnosis, the softie responsible for the green-haired rodents' computer game appearances, have received 1992's Queen's Award for Export. The Liverpudlian company are the first ever computer games publisher to be rewarded with this accolade (as they keep telling everybody).**

**To celebrate they've given us a white-label, promo copy of the *Lemmings* record, by the group SFX, to give away to a lucky reader. To win this elusive blob of vinyl, all you have to do is make as many words of four letters or more using the letters in this sentence: Go jump off a cliff.**

**Send your entries to: Oh no, let's go!,**
***Commodore Format*, 30 Monmouth Street,**
**Bath, BA1 2BW.**

## BULL IN A PHONE SHOP

Have you been trying to get through to Bull Electrical to order a Micro Drive, and been failing dismally? There was a bit of a mix-up with the telephone number that was printed on the advert in *CF2* (BT suddenly decided to change the company's number). The correct number to contact them on is ☎ 0273 203500.

## DOWN ROVER, DOWN!

After a stonkingly bad season *CF*'s fave footies team Bristol Rovers have been relegated from the First Division. Their downfall came about when they failed to win against Cambridge on April 17th. I suppose it could have been worse, at least they went out on a one-all draw. (*Don't you just love rubbing it in Clur? – Ollie*).

## THE CURSE OF FACE TO FACE SHOCKER!

**Spooky coincidence time. Messrs. Sumner, Lockley and Woodyatt have all recently resigned each shortly after having been interviewed by *Commodore Format*! Soon after the series of Face To Face interviews were published, Ken Lockley resigned from his position at Ocean. He was closely followed by Kelly Sumner leaving his management role at Commodore UK. Now it seems as though the leaving bug has bitten Danielle Woodyatt, as she has just announced a move from US Gold to Virgin, to take up the role of Media Manager.**

## MAIL ORDER GUIDE

There are some great bargains to be found in our ad pages. But you may be a bit nervous of handing over your dosh to someone on the other end of a phone. Just follow our simple guide to buying goods from mail order companies and you can't go wrong.

**1** Before you talk to the company, write down the order numbers of the goods you're interested in and jot down a list of the questions you want to ask.

**2** Never send cash through the post. If possible use a credit card which is likely to give you insurance coverage.

**3** Phone before you send off any money, to confirm the stuff you're ordering is in stock.

**4** Check the delivery date and ask about the supplier's refund policy. Also check for any hidden extras like postal charges or VAT.

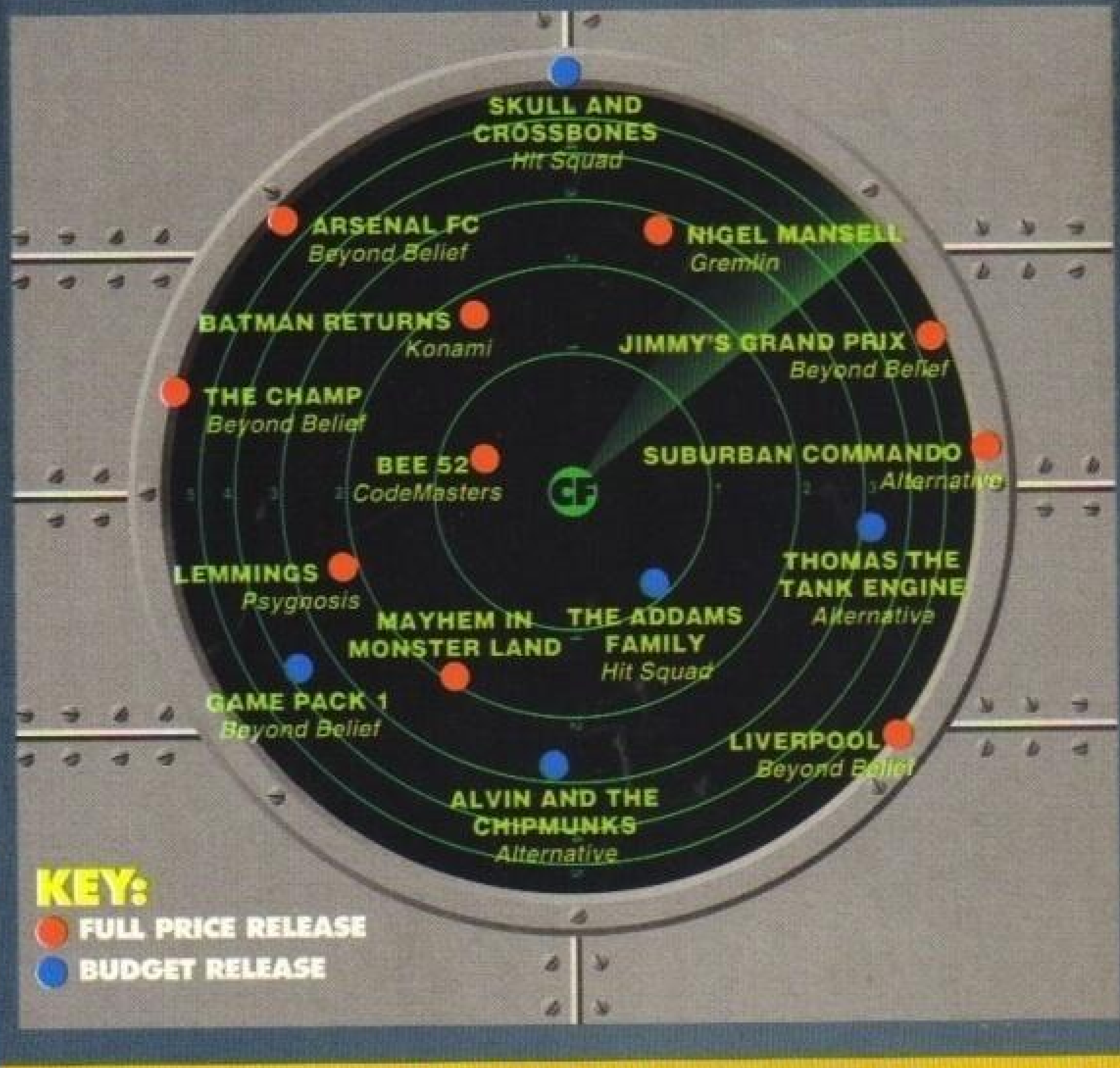
**5** Beware of companies that are always on answering machines and firms that don't give an address on their advert.

**6** Keep records of correspondence with any mail order company. Write down any information they give you over the telephone and make a note of where and when you saw the advert.

**7** If a problem does occur the first place to contact is the supplier's offices. Be calm, and explain clearly and politely what's gone wrong. Most quibbles are just plain mix-ups and can be

## EARLY WARNING SCANNER

**Your at-a-glance guide to upcoming releases. The nearer a game is to the middle of the scanner, the nearer it is to release. Keep watching the skies.**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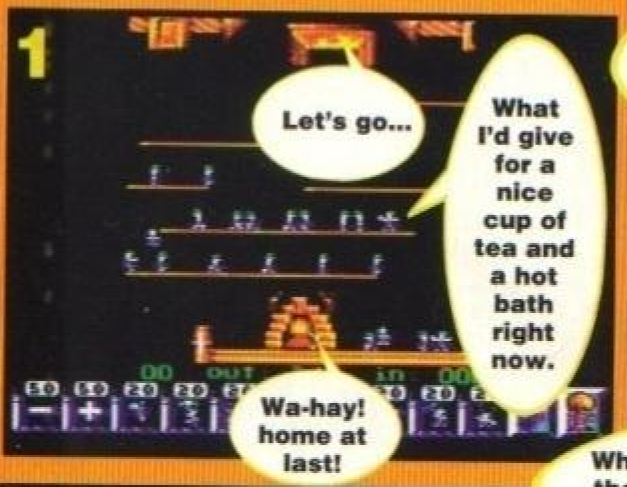
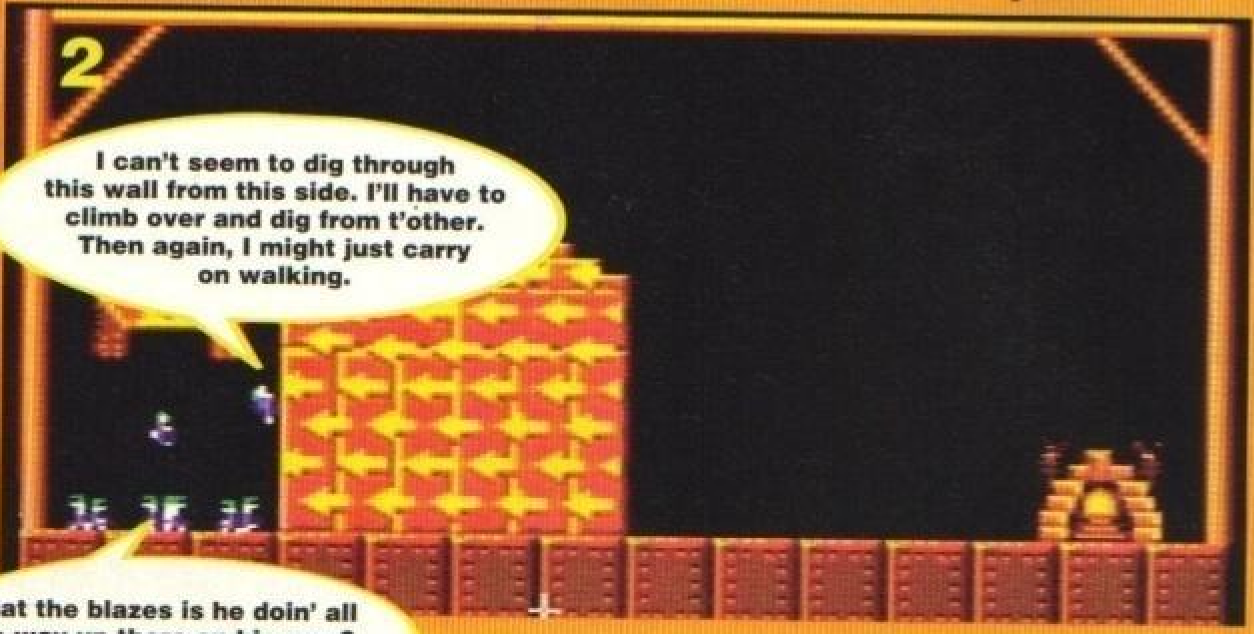
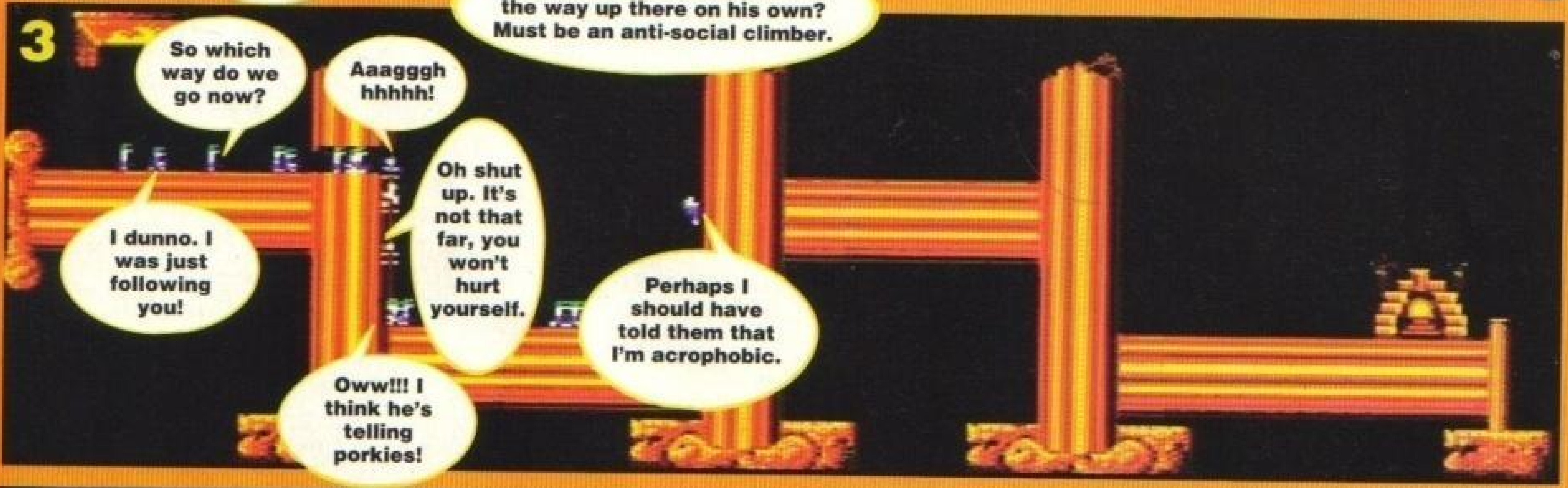
# LEMMINGS

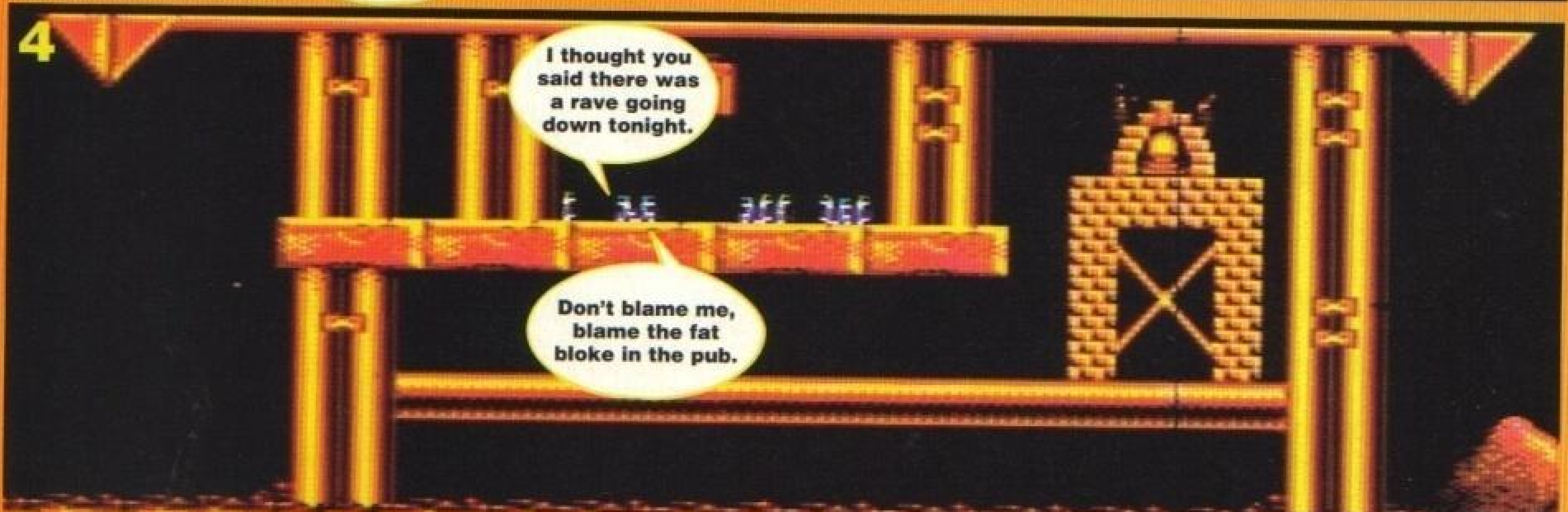
***It's nearly here! And 'cos we were getting as impatient as you, we sent Clur to Psygnosis to wangle these level shots for you. So here, for your delight and delicatation, to beguile and bewitch you, those wondrous, wonderfully willing (willing? – Ed) – ladies and gentlemen, I give you – Lemmings.***

We've shown you titillating glimpses of the *Lemmings* game before, but now we can finally reveal a selection of complete levels – so that you can start working out how to get through them. Pics one to four are easy, fun levels, five is an example of one of the taxing levels and the


1
Let's go...
What I'd give for a nice cup of tea and a hot bath right now.
Wa-hay! home at last!
00 OUT IN 00%
50 50 20 20


2
I can't seem to dig through this wall from this side. I'll have to climb over and dig from t'other. Then again, I might just carry on walking.
What the blazes is he doin' all the way up there on his own? Must be an anti-social climber.


3
So which way do we go now?
Aaagggh hhhhh!
I dunno. I was just following you!
Oh shut up. It's not that far, you won't hurt yourself.
Perhaps I should have told them that I'm acrophobic.
Oww!!! I think he's telling porkies!

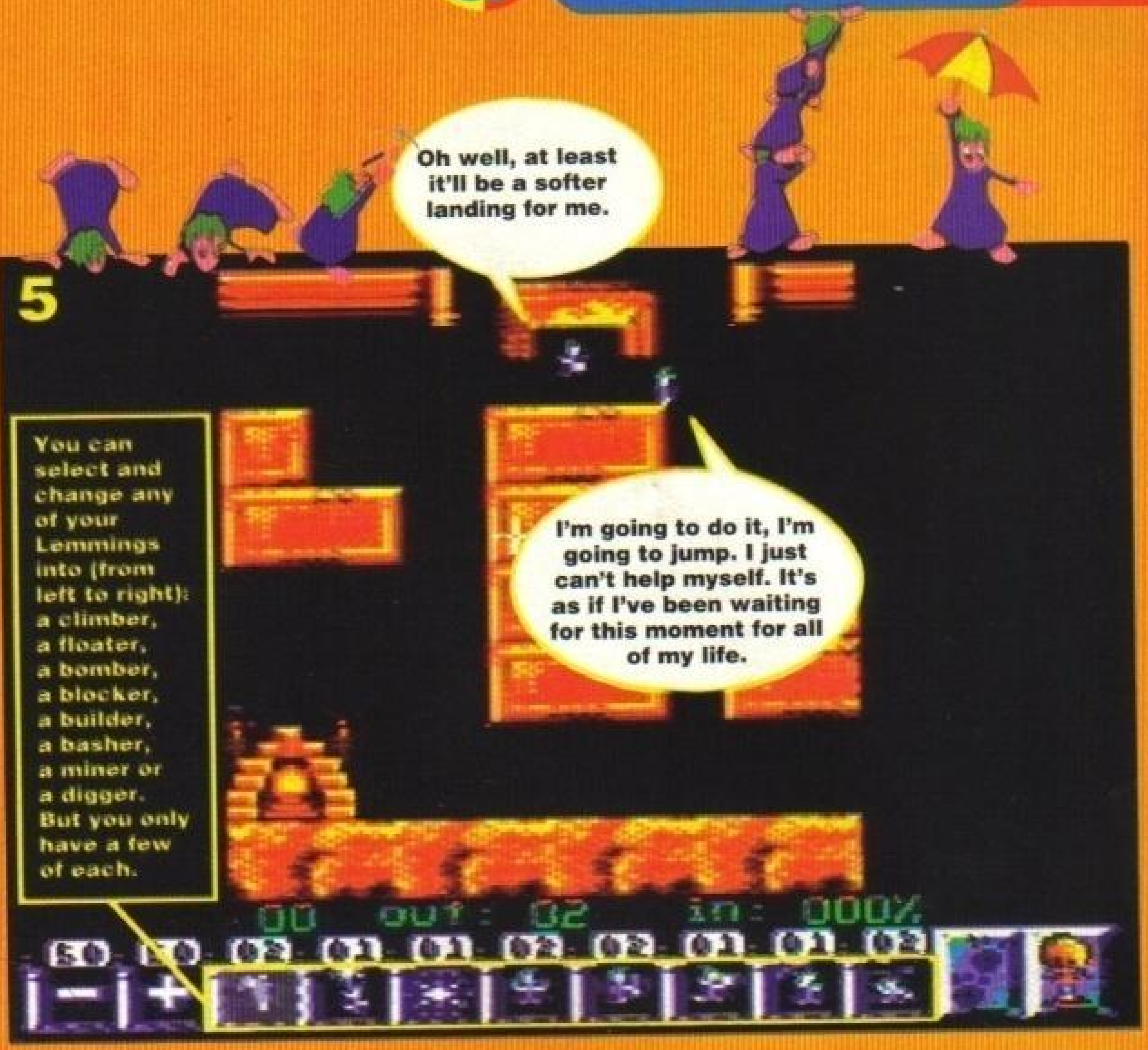

4
I thought you said there was a rave going down tonight.
Don't blame me, blame the fat bloke in the pub.

last couple of piccies show what you're up against in the tricky levels.

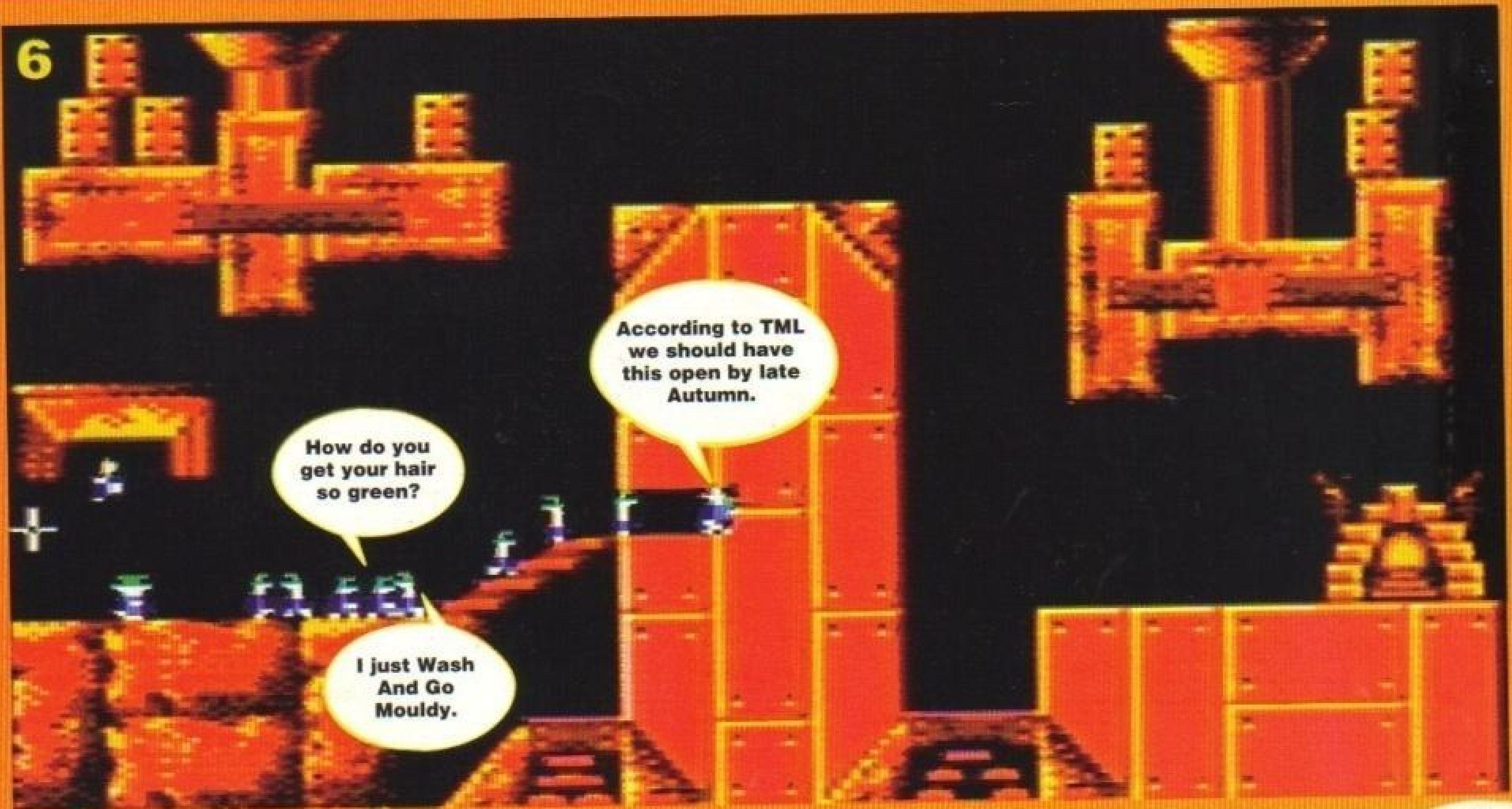
In case you've been living in deep fog for the past year, *Lemmings* is a game about survival. The survival of hordes of tiny green haired mammals, who have a collectively absurd idea that the best thing to do in times of crisis is jump off a cliff. These are creatures with insignificantly-sized brains, they're dimmer than a 15-watt bulb, in other words they're mindlessly stupid. Don't believe me? Then check out what the little guys have to say...

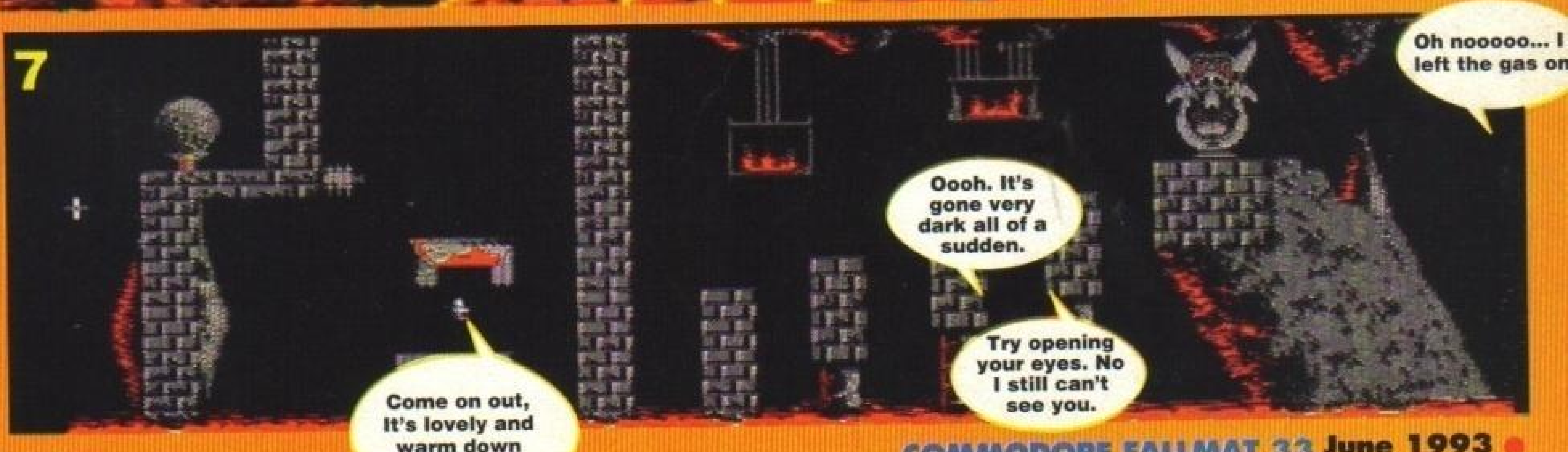
## VITAL STATISTIX

Now we've whetted your appetite for more, fret not – we've heard that it won't be too long before you can get your mitts on the full game. At the moment it looks like it'll cost around the £12 mark for the cassette version and £15 for the disk. A definite release date yet to be confirmed but we'll tell you as soon as we know. And yes we *will* have a demo on the Power Pack but again we're not quite sure when. Watch this space (and the one in the bottom left of the cover)


5
Oh well, at least it'll be a softer landing for me.
I'm going to do it, I'm going to jump. I just can't help myself. It's as if I've been waiting for this moment for all of my life.
00 out: 02 in: 000%

You can select and change any of your Lemmings into (from left to right): a climber, a floater, a bomber, a blocker, a builder, a basher, a miner or a digger. But you only have a few of each.


6
According to TML we should have this open by late Autumn.
How do you get your hair so green?
I just Wash And Go Mouldy.


7
Oh nooooo... I left the gas on
Oooh. It's gone very dark all of a sudden.
Try opening your eyes. No I still can't see you.
Come on out, It's lovely and warm down here.

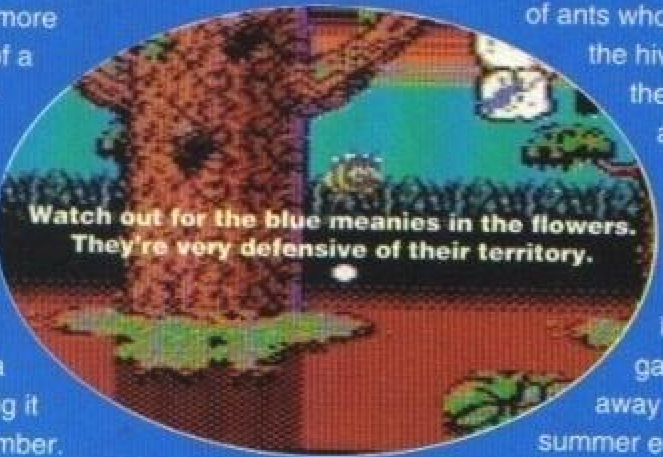
# BEE 52

## There a bit of a buzz going 'round about this insectoid shoot-'em-up. Clur finds out why...

### VITAL STATISTIX

| | |
|---|---|
| GAME | BEE 52 |
| PUBLISHER | CODEMASTERS |
| CONTACT NUMBER | 0926 814132 |
| PRICE | TBA |
| AVAILABLE | EARLY SUMMER |

According to the great physicists there's no way that a bee should be able to fly – it's aerodynamically impossible. That doesn't stop it flying. Even more bizarre is the idea of a bumble bee collecting pollen with the protection of a large gun. That hasn't stopped the Codies coming up with a game about a one hell of a killer bee and naming it after a Cold War bomber.

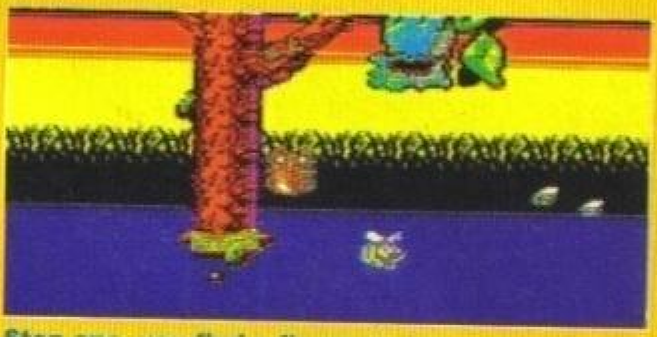

Watch out for the blue meanies in the flowers. They're very defensive of their territory.

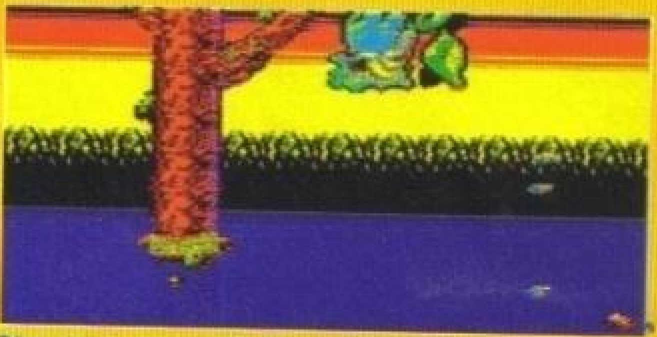
*Bee 52* is a shoot-'em-up starring a swarm of evil-looking insects as the enemies. Your in control of the eponymous hero, your mission being to collect pollen and shoot the baddies before they shoot you. You need to make regular trips back the hive because your honey sacks ain't that big and you have to deposit it the stuff. The baddies don't die; they'll come back to haunt you again and again so there should be plenty to keep you going. Time limits are built into the game play in the form of ants who sneak into the hive and scoff all the honey if you stay away too long.

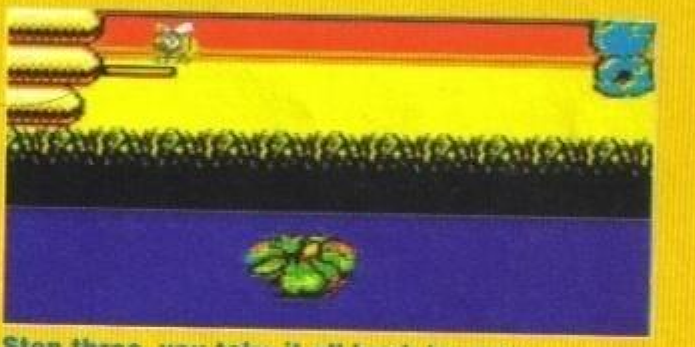
*Bee 52* has to be one of the most colourful games on the C64 in a long time, a perfect game for whiling away those long British summer evenings… er, when raining and you want to be reminded what summer is supposed to be like. There'll be a full review for you next month, so tune in, turn on and, er, get down to the newsagent in 30 days if you wanna read it.

## THREE STEPS TO HONEY

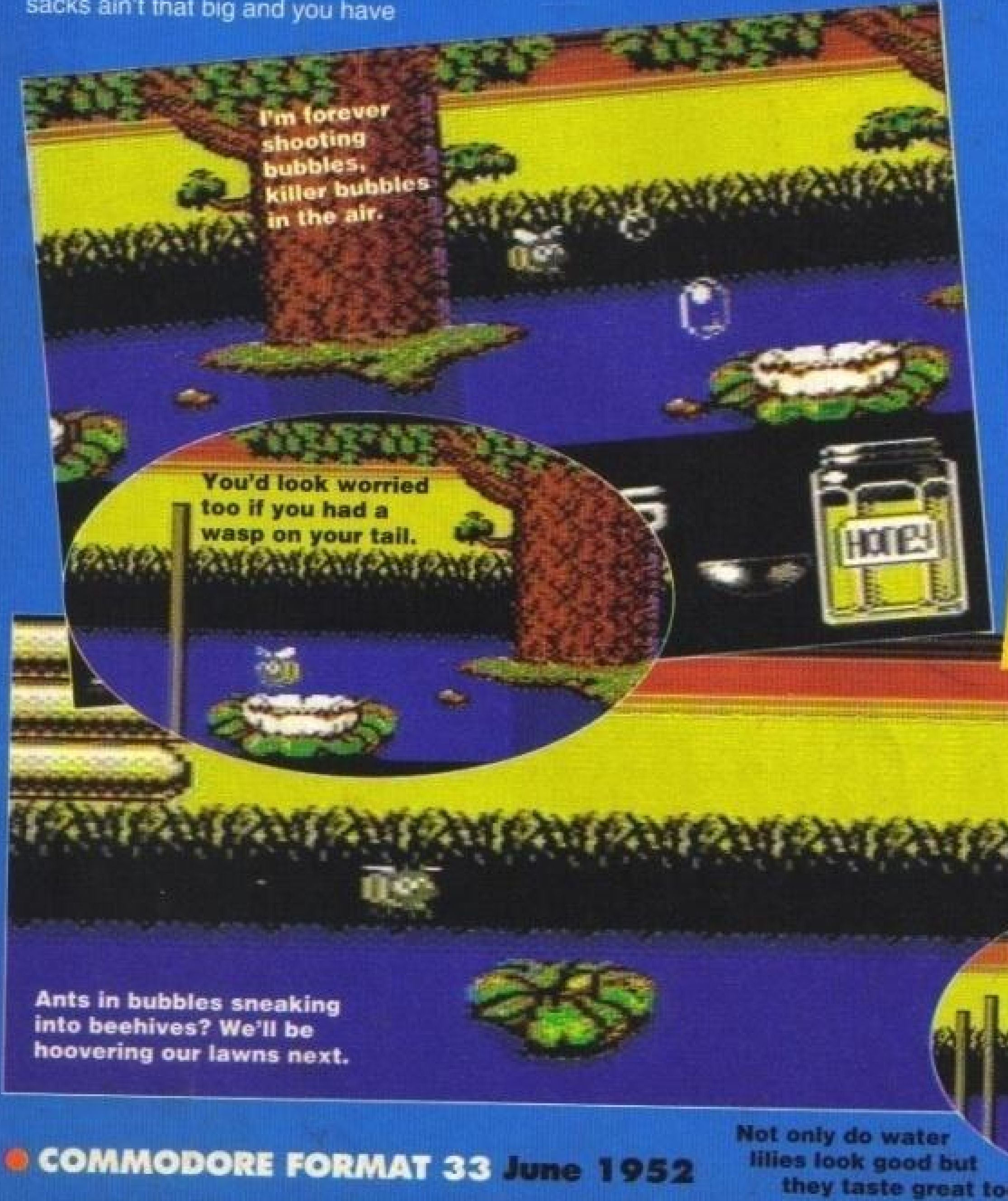
A honey bee needs to work hard to survive in this tough, modern world. To keep the honey coming he has to get plenty of pollen to the hive.


Step one, you find a flower to love...


Step two, you suck the pollen out...


Step three, you take it all back ho-ome...

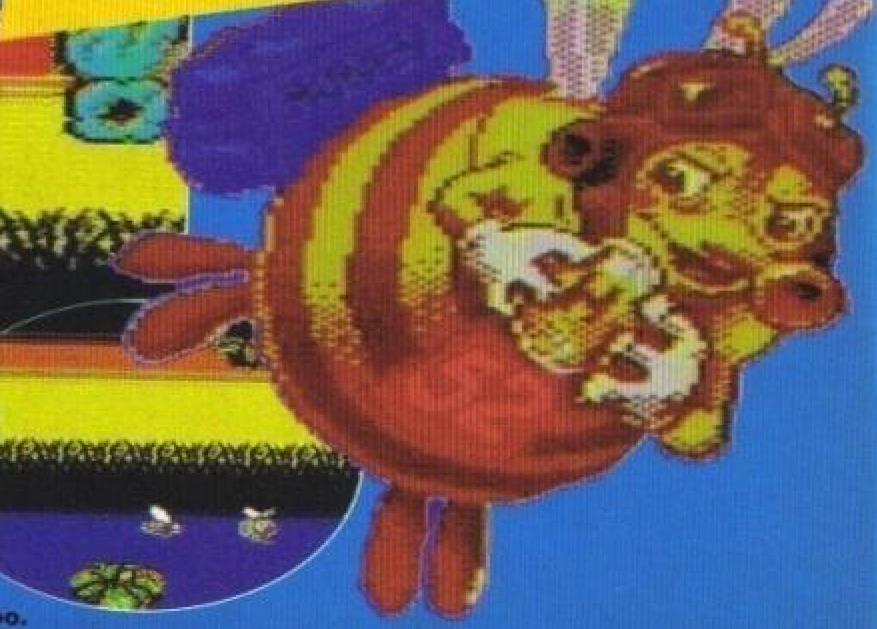
...And that sure seems like honey to-oo-woo me. Wap wap oooohhhhh, wap wap oooohhhhh. (*Uh no, Clur's been to one of those 70s revival discos again – Ed.*)



I'm forever shooting bubbles, killer bubbles in the air.

You'd look worried too if you had a wasp on your tail.

Ants in bubbles sneaking into beehives? We'll be hoovering our lawns next.


Not only do water lilies look good but they taste great too.

# THE ULTIMATE DRIVE-'EM-UP!

11
COMMODORE FORMAT
LAM TANG
COMMODORE FORMAT
COMMODORE FORMAT
COMMODORE FORMAT

**Forget the Vauxhall Corsa. This year's real super model, Clur, has got the need for speed and none of the driving games out there can satisfy her. The solution? Creating the ultimate driving game by combining the best bits from the games already out there.**

There isn't a single car that I would could call my perfect set of wheels. Nope, my dream machine would be a combination of the best bits of other cars. So, what kind of shell would I have? Porche? Jag? Nope, I'd go for a classic – let's say a Ferrari Dino. Clamp on the engine from the Lamborghini Diablo, and the luxurious interior from a Cadillac. And just for show chuck on a set of DB6 spoke wheels.

Which gets me thinking – how about creating a kit car racing game in the same way? Let's take the best bits from the racing games that are about now and bolt and weld them together into the ultimate racing game. Fasten your seat belts, it's going to be a bumpy ride.

## 3D OR NOT 3D?

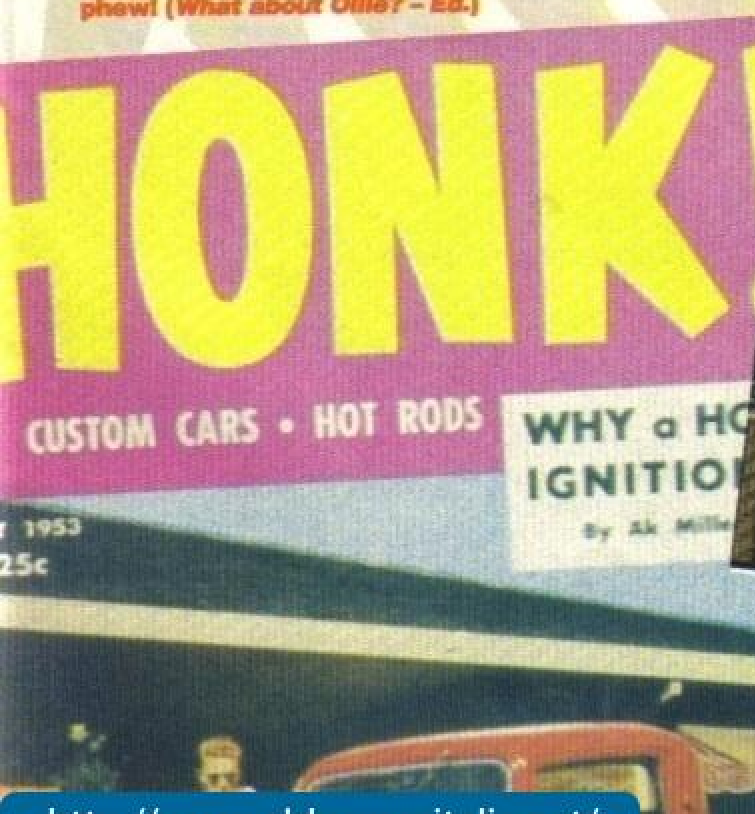
The first thing you notice about any driving game is the viewpoint. Obviously you've got to be able to see where you're going but what's the best place from which to watch the action?

There are two distinct options to go for: the flying-overhead-in-an-ever-so-stable-chopper view or the 3D racer. The classic overhead racer *Slicks* (unlike the appalling *Street Machine*) manages to effectively throw you into the action even from it's absurdly high view point.

MIRROR Soft
Moon Streak
COMMODORE 64/128 CASSETTE

Personally, I still prefer a 3D track-rushing-towards-you-at viewpoint – you get flung right into the heart of the action. But there's still a choice of where you get to see the action from. There's the, 'are you sitting uncomfortably in your cockpit?' position, like in *Stunt Car Racer*, and there's the 'sitting in the passenger seat in a car directly behind the vehicle you're controlling' viewpoint, like in the excellent *Pitstop 2*.

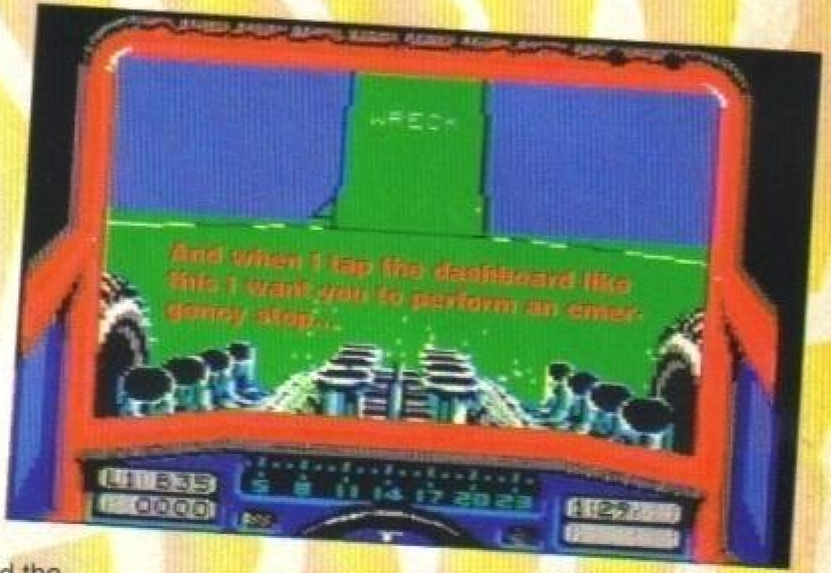
Well I reckon I'll go for the 3D in-the-cockpit viewpoint for our ultimate racer. Start off the game by designing everything in dead sexy-looking perspective 3D and you're half way there in my book.



**50s America introduced custom cars, hot rods and silly haircuts. Today, only the cars and hot rods survive – phew! (*What about Ollie? – Ed.*)**

## HEAD TO HEADS

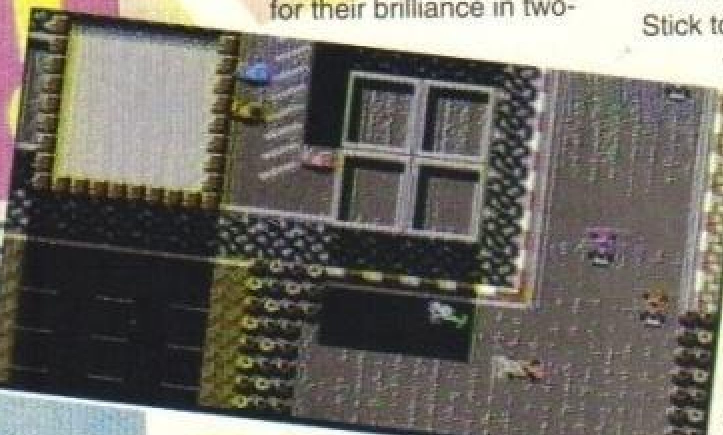
Some of the highest marked racers have earned their accolades purely for their brilliance in two-player mode. *Lotus Esprit Turbo Challenge*'s heat-to-head mode has got to be one of the best I've ever seen on any format (*ahem, and what about* Pitstop 2? – *Ed*).



And when I tap the dashboard like this I want you to perform an emergency stop...

I reckon that the only practical way to do two-player mode is to use a horizontally-split screen. That way you can display both drivers at the same time without losing too much road detail. Try and do it any other way and you'll be left with either half the road out of view, or one player being terribly confused when his car disappears of the edge of the screen (unless of course that's the whole point of the game like in *Slicks*' two-player mode, in which you are supposed to force your opponent off screen).

One advantage of the overhead style of game is that you can involve even more players, as long as someone's prepared to use the keyboard. But then you restrict the size of the track considerably as it'd have to fit on one screen. Stick to two-players, split the screen and you've turbo charged the engine of success.



***Slicks*, the kind of game that gives overhead racers a GOOD name!**

## THE RIGHT TRACK

What do you prefer, doing your Nigel Mansell impression in a big shiny F1 car or charging through New York streets in a customised 911?

Personally I prefer to feel as if I'm getting somewhere. For most of my life I seem to be driving around in circles so just for a change I like to aim for, and achieve something. I reckon that games like *Outrun Europa*, in which you're racing across Europe, work brilliantly, so road racing has to be the choice for me.

## TRACK OR TREAT?

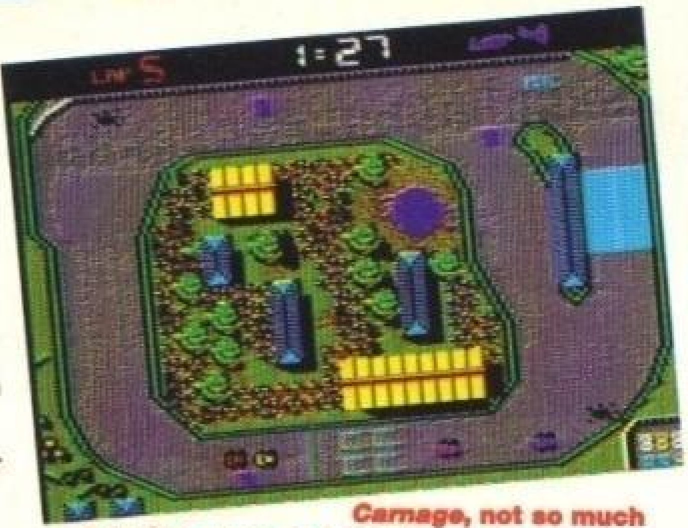
Bad track design can lead to imminent disaster, but a good design doesn't automatically mean a good game. Too many bends and the cars spend most of their time off the track, not enough and there are pauses in the gameplay when you've got nothing to do. Some games base their track layout on real tracks, which seems ideal, but though these games are called sims there are some things they cannot simulate – tracks that might be exciting in the real world can be dull or impossible on-screen unless the programmers do some subtle tweaking.

*Carnage* and *Scalextric* both tried to get around track design problems by letting you design and build your own courses. But unfortunately both games were let down by their boredom factor on the race track.

So what should we swipe for our ultimate racer? Hmm. I think that *Lotus Esprit Turbo Challenge* (even though it does have circuits) has a pretty funkily designed course with some great obstacles and bends, so let's swipe the basic design elements from that.

## WHICH MODEL, SIR?

With everything from jeeps to ferraris and from go-karts to dune buggies, there's such a wide range of cars from which to choose that you wouldn't think a programmer would need to stray away from them for inspiration. But there's no need to be limited to motor vehicles of the four-wheeled variety.



*Carnage*, not so much a racing game as a beat-'em-up on wheels. So remember to drive aggressively.

## TOP OF THE RANGE

***The pick of the racing games:***

***Pitstop 2* (Kixx)**
**For it's brilliance of it's performance in two player mode.**

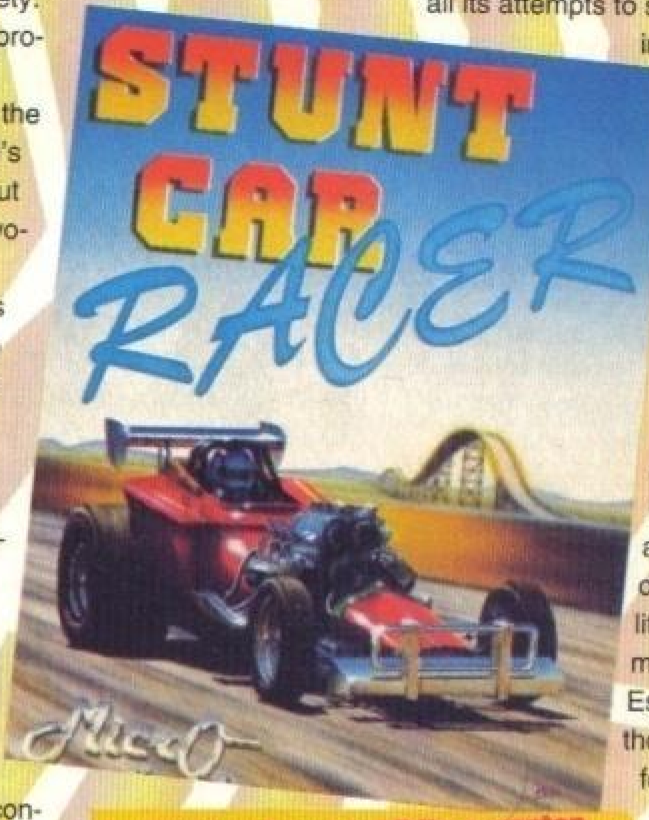
***Lotus Esprit Turbo Challenge* (Gremlin)**
**Great all-rounder with split screen action.**

***Slicks* (CodeMasters)**
**For it's role as the king of the overheads.**

***Stunt Car Racer* (The Hit Squad)**
**Nominated for the best stunt action ever.**

***Turbo Charge* (System 3)**
**Last but not least for the sheer power of its performance. Burnin' rubber!**

One way the programmers have swung is towards the bike. Not Sir Clive's latest invention, but the all-powerful two-wheelers that encourage millions of fit young men to squeeze their tight butts and firm thighs into shiny leathers and sit astride hard-pumping (*calm down – Ed*). Games like *Super Hang On* prove that the bike thing can be done, and with style. Though the controls were basically the same as four-wheeled driving sims the graphical sensation of leaning into the bends did give the game an extra thrill element that lifted it out of the humdrum.



*Stunt Car Racer* exhibits a wanton disregard for life, limb and your motor. We heartily approve!

Then you've got games like *International Truck Racing* which try desperately to break into the world of artics and make trucking fun, but unfortunately it failed completely. Because unless you have the sensation of high risk speeds in a driving game you're almost guaranteed a flop and *International Truck Racing*, for all its attempts to simulate the difficulty of steering with a ten ton trailer behind your cabin, was mind-numbingly sluggish..

Whatever vehicle you choose to drive, driving has to be made more fun than taking a Mini Cooper around the M25 at half past five on a Friday afternoon. Me, I'll stick with the Lotus.

## STUNT DRIVING

**A way of making a driving game more fun is to shove in a few quirks in the track design such as ramps and loop the loops. Look at *Stunt Car Racer*, for example. No, even better, play *Stunt Car Racer*. Not only are you pitting your wits against another driver but you take the car around a course fraught with dangers. You leap into the air, never quite sure where you're going to land. Only skill can save you from plummeting off the cliff edge of the track into nothingnesssssssssss...**

## PIT STOPS

When you're racing round and round a track for hours on end you're going to get a little wear and tear on your machine. You won't find any Esso Stations on Silverstone, though, and you can't just dial for the AA, so you'll have to pull into the pits for refuelling and repairs.

The most important thing with pit stops is timing. *Lotus Esprit Turbo Challenge* has you in and out of there faster than Seb Coe with a bowel problem, while *F1 GP Circuits* has you waiting around for hours for your mechanics to get out of bed; in the meantime you're getting lapped for the fifth time by that git in the Benetton. If the structure of the game forces a

## AND THE POSITIONS ON THE STARTING GRID...

**Every racing game ever on the C64 road tested (except those we've been prohibited by mention by the department of transport). 🚗 Fit for the scrap heap 🚗🚗 MOT failure 🚗🚗🚗 A family saloon 🚗🚗🚗🚗 A 4x4 Turbo 🚗🚗🚗🚗🚗 Formula One racer.**

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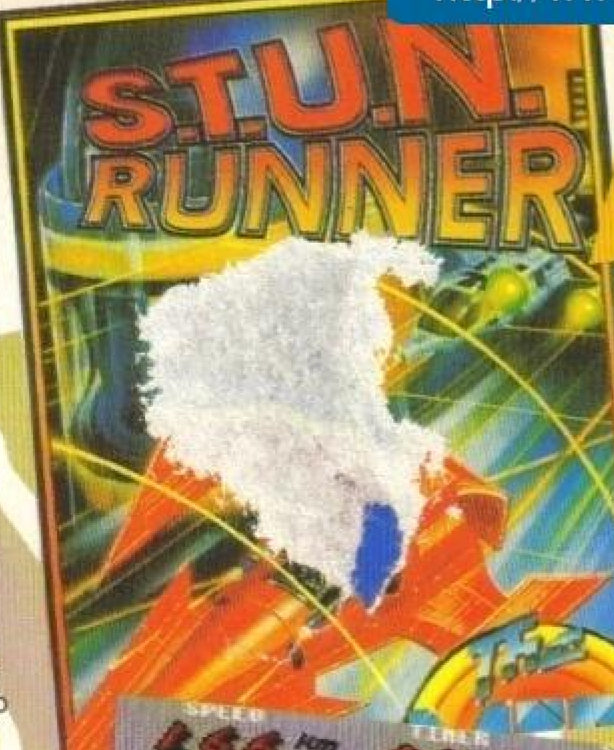
|---|---|---|---|
| *ATV Simulator* | CodeMasters | May 87 | 🚗 |
| *APB* | Domark | Oct 89 | 🚗🚗🚗🚗🚗 |
| *Auto Duel* | Origin Systems | Sept 87 | 🚗🚗🚗🚗 |
| *Badlands* | Domark | Dec 90 | 🚗🚗🚗🚗 |
| *Buggy Boy* | Encore | Dec 87 | 🚗🚗🚗🚗🚗 |
| *Carnage* | Zeppelin | Feb 93 | 🚗🚗 |
| *Championship Sprint* | Electric Dreams | May 88 | 🚗 |
| *Chase HQ* | Ocean | Feb 90 | 🚗🚗🚗 |
| *Chase HQ 2* | Ocean | Dec 90 | 🚗🚗🚗🚗 |
| *Cisco Heat* | Image Works | Feb 92 | 🚗 |
| *Continental Circus* | Virgin | Nov 89 | 🚗🚗🚗🚗 |
| *Crazy Cars 3* | Titus | Dec 92 | 🚗🚗🚗 |
| *Enduro Racer* | The Hit Squad | Sept 89 | 🚗 |
| *F1 GP Circuits* | Idea | Aug 91 | 🚗 |
| *Ferrari Formula One* | Electronic Arts | April 90 | 🚗🚗🚗🚗🚗 |
| *Fifth Gear* | CF28 | Dec 88 | 🚗🚗🚗🚗 |
| *Formula One Simulator* | Mastertronic | Sept 86 | 🚗🚗 |
| *Grand Prix* | D & M | April 91 | 🚗🚗 |
| *Grand Prix Circuit* | Accolade | April 89 | 🚗🚗🚗🚗 |
| *Grand Prix Simulator* | Codies | Feb 88 | 🚗🚗🚗 |
| *Hard Drivin'* | Domark | Dec 90 | 🚗 |
| *Indy Heat* | Storm | Mar 92 | 🚗🚗🚗🚗 |
| *International Truck Racing* | Zeppelin | April 93 | 🚗 |
| *Iron Man* | Virgin | Nov 90 | 🚗🚗🚗 |
| *Kik Start* | Mastertronic | July 85 | 🚗🚗🚗🚗🚗 |
| *Kik Start 2* | Mastertronic | Sept 87 | 🚗🚗🚗🚗🚗 |
| *Lotus Esprit Turbo Challenge* | Gremlin | Mar 91 | 🚗🚗🚗🚗🚗 |
| *Max Tourque* | Bubble Bus | Aug 87 | 🚗🚗🚗 |
| *Out Run* | Kixx | Dec 90 | 🚗🚗 |
| *Out Run Europa* | Kixx | Sept 91 | 🚗🚗🚗🚗 |
| *Pitstop 2* | Kixx | Nov 85 | 🚗🚗🚗🚗🚗 |
| *Powerdrift* | The Hit Squad | Nov 89 | 🚗🚗🚗🚗🚗 |
| *Quattro Racers* | Codies | Aug 91 | 🚗🚗🚗 |
| *Revs* | Firebird | Feb 86 | 🚗🚗🚗🚗🚗 |
| *Revs Plus* | Firebird | Aug 87 | 🚗🚗🚗🚗 |
| *Road Blasters* | US Gold | Sept 88 | 🚗🚗🚗 |
| *Road Warrior* | CRL | June 88 | 🚗 |
| *Road Wars* | Melbourne House | July 88 | 🚗 |
| *Scalextric* | Leisure Genius | Jan 86 | 🚗🚗🚗🚗 |

stop, then all your opponents should have to stop as well. Life's just not fair if your car can only hold a few gallons of fuel, while your opponents' vehicles seem to have a bottomless supply of the stuff.

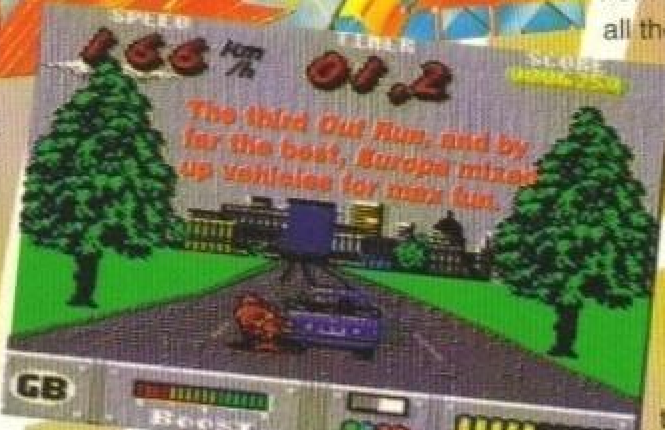
*Pitstop 2*, surprise surprise, is all about using the pits efficiently. It goes so far as letting you control your pit mechanics. A second lost tightening the nut on your front wheel could cost you the race so split second timing is a must.



STUNned? I certainly was. There aren't any wheels for starters!

## CRASH COURSE

For the more violent of us the most fun bit of any driving escapade is a spectacular crash – aha here's when I can put in the old joke about the fly hitting the windscreen, the last thing on its mind is… (*snip, oh no you don't – Ed*). The more drivers you can take out while you're whirling uncontrollably round the track, the better. This is where overheads can lose out. It's difficult to get the same feeling of panic when you're floating high above the incident as you get when you're down on the ground in the midst of the mayhem. And if you can replay the violence from another view point all the better. What we want (well what I want, at least) are lots of spectacular crashes, but cars with roll bars the size and strength of Schwarzenegger's thighs. So I reckon *Stunt Car Racer* is the game to nick bits from in this respect.


The third Out Run, and by far the best, Europa mixes up vehicles for max fun.

## POWER-UPS

I've never been so embarrassed as when I was overtaken on the M4 by a souped-up Reliant Robin. Obviously, if you enhance the engine enough, you could make even a Trebant soar. And it's the same in racing games – win a couple of easy races to earn some dosh and you can afford the stuff to move your car up a class. This is all well and fine until you get to games like *Indy Heat* in which no matter how many extra turbo-boosting gadgets you buy it doesn't seem to make any difference to your performance. Everything you do to your vehicle, whether it's improve it's performance abilities, or damage it, should have a noticeable affect on the car's handling.

### OLD BANGERS

***Stun Runner*** **(The Hit Squad)**
**A more pitiful soporific performance I have never seen.**

***International Truck Racing*** **(Zeppelin)**
**Slower than 2001: A Space Odyssey.**

***ATV Simulator*** **(CodeMasters)**
**Bouncy, jumpy and a non sensical plot.**

***Cisco Heat*** **(Image Works)**
**A Trabant among driving games.**

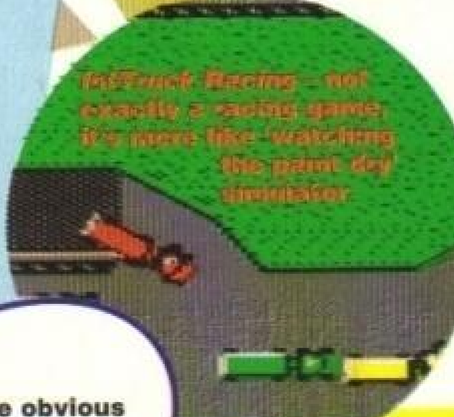
## PICK-UPS (NOT TRUCKS)

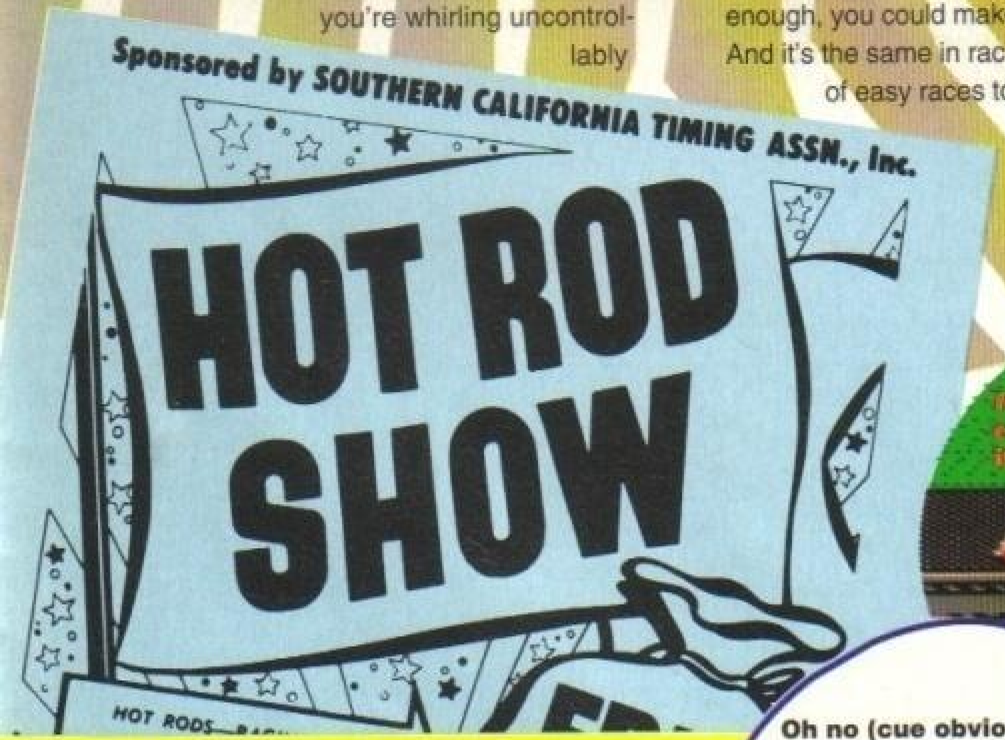
There are some driving games that aren't really races at all, they're just platformers on wheels. Take *STUN Runner*, for example. Er, actually, take it away, please. You do have a time limit, but then so do a lot of platformers in some form or other. The main aim of the game is collecting the stars that appear along different sections of the track. I'm not saying pick-ups should be banned, because they work really well in games like *Out Run Europa*. All I mean is that if you're going to call it a driving game, then driving is what it should be about.

## KIT CAR RACING

Okay, so here it is – what we reckon would make the perfect C64 racing game. The body work of a 3D racer, with a two-player mode that splits the screen. Not too speedy acceleration in the difficulty level but fast enough to get scary. A game with loads of fancy extras will veer off track before you know it, stick to what you know is good: driving recklessly fast.

Don't forget the violence. Lots of crashes, dented bumpers and cars exploding into fire balls. A bit over- the-top, maybe, but it's what you need after driving back from work on the M25.


IntTruck Racing – not exactly a racing game, it's more like 'watching the paint dry simulator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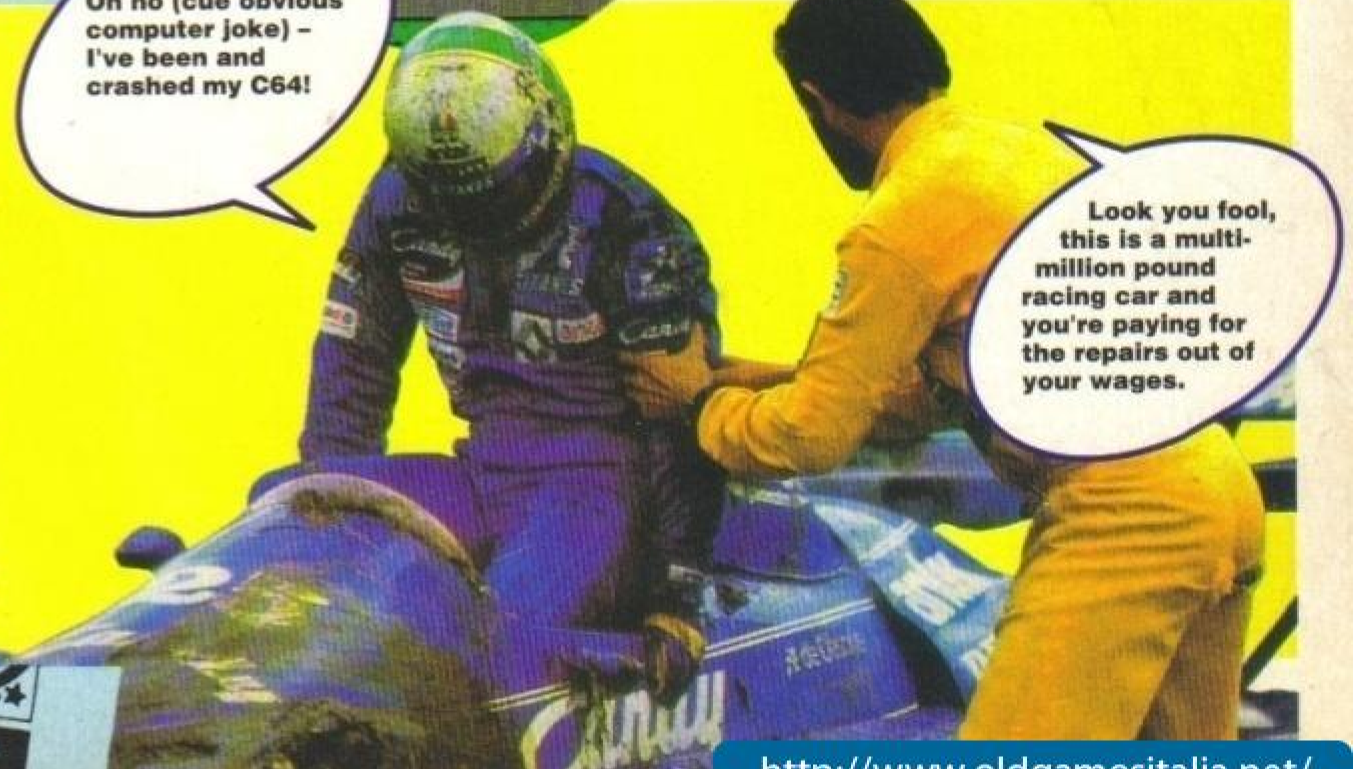
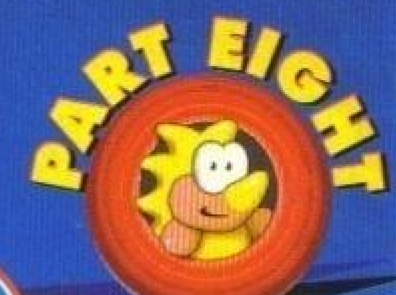
| *Shockway Rider* | *CF* Issue 5 | May 87 | 🚗🚗🚗🚗 |
| *Slicks* | Codies | Oct 92 | 🚗🚗🚗🚗🚗 |
| *Stun Runner* | The Hit Squad | Aug 86 | 🚗 |
| *Stunt Car Racer* | The Hit Squad | Dec 89 | 🚗🚗🚗🚗🚗 |
| *Super Cars* | Gremlin | May 91 | 🚗🚗🚗 |
| *Super Hang On* | Activision | Feb 89 | 🚗🚗🚗🚗 |
| *Super Monaco Grand Prix* | Kixx | May 91 | 🚗🚗🚗🚗🚗 |
| *Super Stock Car* | Mastertronic | Oct 90 | 🚗 |
| *Test Drive* | Electronic Arts | March 88 | 🚗🚗 |
| *The Cycles* | Accolade | Dec 91 | 🚗🚗🚗 |
| *The Duel: Test Drive 2* | Hit Squad | Jan 89 | 🚗🚗🚗🚗 |
| *The Last V8* | Mad | Jan 86 | 🚗🚗 |
| *Turbo Esprit* | Encore | July 92 | 🚗 |
| *Turbo Kart Racer* | Players | May 91 | 🚗🚗🚗🚗 |
| *Turbo Out Run* | Kixx | Dec 89 | 🚗🚗🚗🚗🚗 |
| *TurboCharge* | System 3 | Oct 91 | 🚗🚗🚗🚗🚗 |
| *Wec Le Mans* | Hit Squad | May 89 | 🚗🚗 |


Oh no (cue obvious computer joke) – I've been and crashed my C64!
Look you fool, this is a multi-million pound racing car and you're paying for the repairs out of your wages.

PART EIGHT



# Let's make a MONSTE

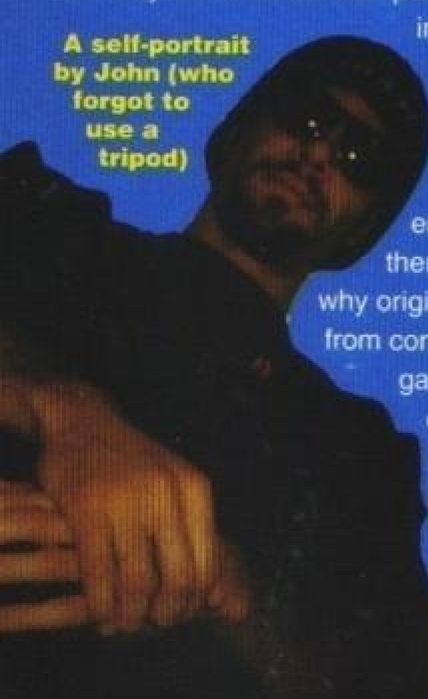
**And lo in the eighth month did the Apex Boyz say, "Let Monsterland teem with monsters." And thus did the genesis of a classic game continue...**

It's time for a population explosion in Monsterland. We've already started designing the monsters, so now we've got to stick 'em in the levels. But we have to take the technical capabilities of the 64 into account. It's one thing to fantasise about 20 squillion monsters per level but there's no way the trusty 64 has the memory or the horsepower to achieve this.

So we've got to limit the number of baddies we use – but not by too much. If we only include a sprinkle of enemies in the game, it'll become too background-orientated. That's to say that the obstructions come mainly from the background and not the monsters, giving an empty feel. We have to tread a fine line between a possible level and a playable level.

## MEGA MARCH WEEK 1

**JOHN** Unbelievable as it may seem, I spent a few days this week tweaking Mayhem's control system (...again). You're probably wondering how Mayhem's control can possibly be improved any more – it seems that every month I say that there's no way it can be enhanced any further. Basically that's why original games differ from conversions; the game structure is constantly evolving and changing. I find that if I sit and play with it for half an hour or so I always notice something that could do with improving. So now if Mayhem charges into a wall at full speed (which is pretty darned fast) he gets a puff of smoke in his face (well, it was either that or a nosebleed). If he falls from a hefty distance he gets another puff of smoke under his feet (look I like smoke, okay?). I've also given him the ability to charge through invincible monsters if he's got a shield bonus. All these features give *MIM* an even greater sense of chaotic frenzy.



A self-portrait by John (who forgot to use a tripod)

**STEVE** At the end of last month I came up with an idea for a brand new level, which has big mountains (as tall as the screen) in the background. This is the level I'm working on now using some other discarded ideas I had a few months ago (when I was designing another level). In particular, I had another sketch of a tree with a big smiley face and arm-like branches resting on his trunk. This adds loads of character and makes it look like a 'tree with an attitude' (*like that famous rapper Ice-Tree, then – Dave*)

At the moment the tree is the only piece of vegetation on the level, so I need to be careful now – the rest of the level has to be in a style that fits in with this tree. I can't add lots of shiny platforms and background graphics because they'll look just a bit too, well, nice. So what I'll do is to add some platforms with vegetation, and maybe some more natural background graphics until the level is populated enough with 'green stuff' (to use the technical term). This level has been christened 'Rockland' – until I can think of something more suitable (*er, like Treeland, perhaps? – Ed*).

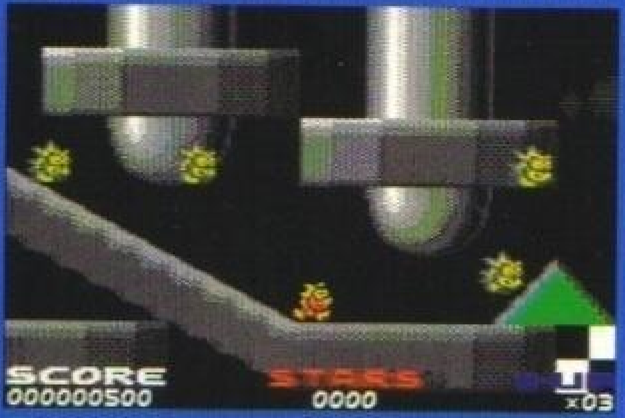
### THE STORY SO FAR...

**John and Steve Rowlands, aka Apex, aka those too-clever-by-half-coders-who-bought-you-*Creatures-1-and-2*, are in the process of writing their next blockbuster *Mayhem In Monsterland*. It's going to be a platform romp that'll put the Marios and Sonics of this world to shame. Don't believe us? Then we'll let the Boyz (ah, that's another one of their aka's by the way) tell you all about it themselves...**

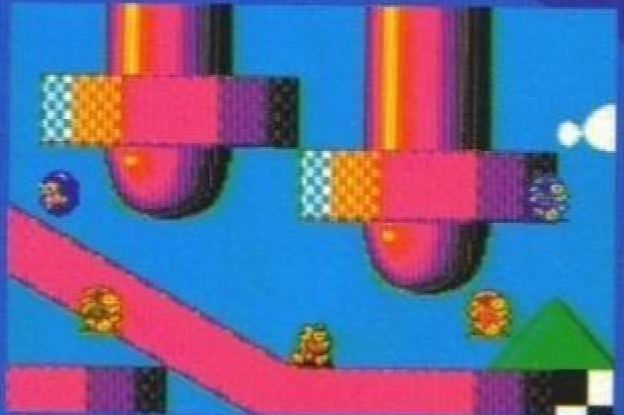
## WEEK 2

**JOHN** Yo! I'm working on the monsters again (the little darlings have missed me). Instead of having to kill a monster to reveal a bonus, I've made it possible for bonuses to be placed on platforms, ready to be collected. I've also added some bonus modification routines, which physically alter the game according to the bonus Mayhem has picked up. These include the 'change set' and 'score multiplier' routines.

Once Mayhem has picked up the charge bonus he can charge at full speed around Monsterland. As he never loses this ability, the bonus will never reappear. But shields and score-multipliers can be picked up over and over again. If Mayhem has a shield and picks up



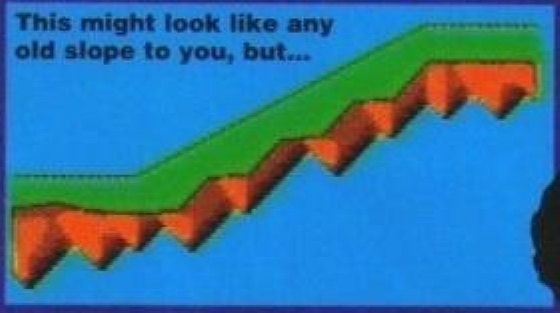
Monsterland is finally living up to it's name. No wonder things are looking so grim.



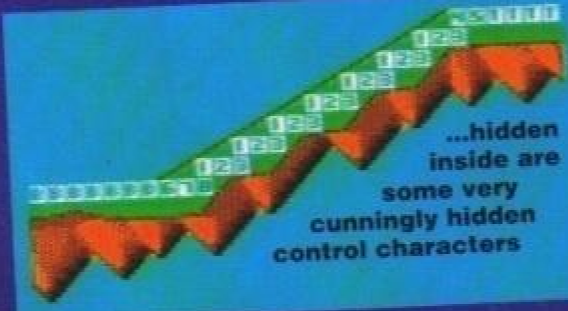
Mayhem's brought happiness to the land, but there are still some monsters to avoid.

## IT'S A JUMP TO THE LEFT... ...AND THEN A SLOPE TO THE RIGHT

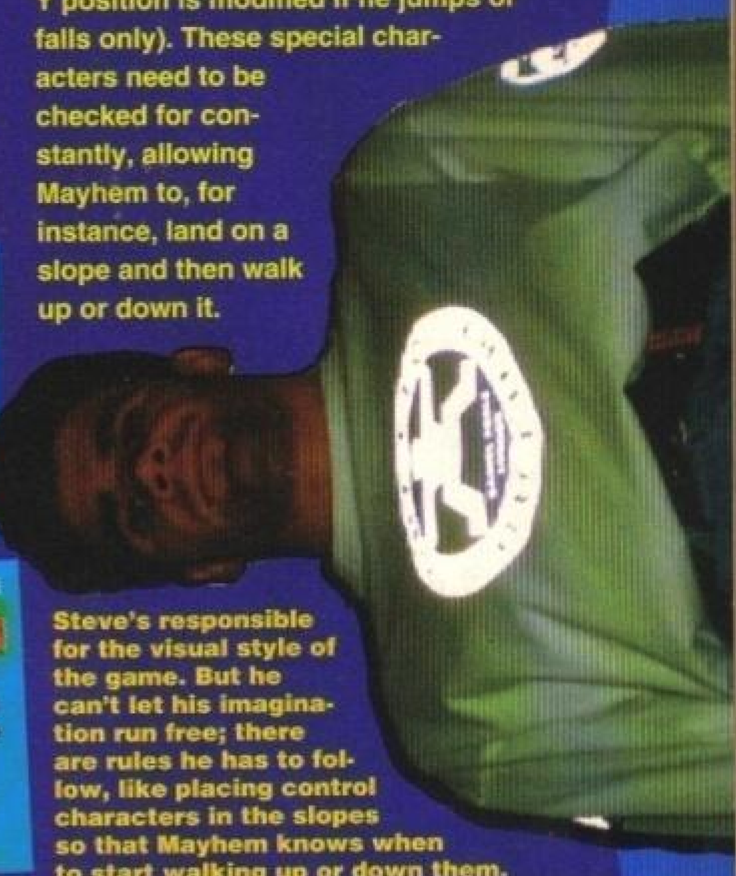
**As Steve mentioned this month, creating slopes is not as simple as it may at first seem. There is a restriction placed on what characters can be used where. Mayhem looks for these special characters and, if found, the slope routine is kicked in. Mayhem will then continuously check which characters are around him and adjust his Y (up and down) position on-screen according to his speed. If 'off' characters are found, then he reverts back to his normal movement (where his Y position is modified if he jumps or falls only). These special characters need to be checked for constantly, allowing Mayhem to, for instance, land on a slope and then walk up or down it.**



This might look like any old slope to you, but...

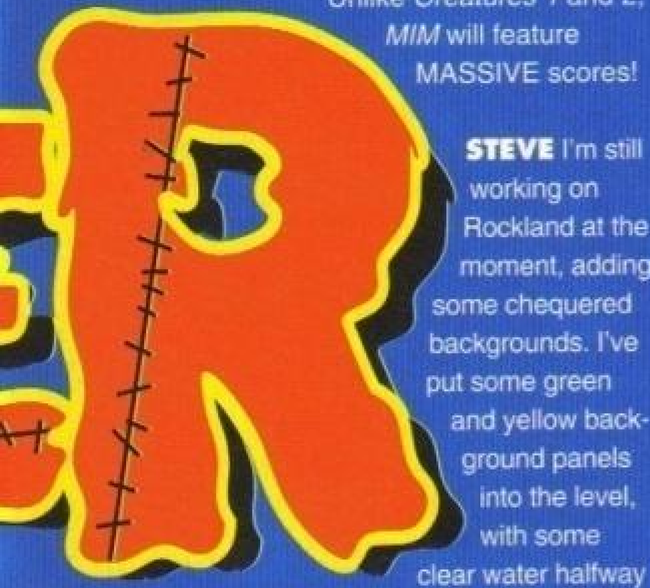


...hidden inside are some very cunningly hidden control characters



**Steve's responsible for the visual style of the game. But he can't let his imagination run free; there are rules he has to follow, like placing control characters in the slopes so that Mayhem knows when to start walking up or down them.**

another, his shield will restart. Score multipliers can be upgraded, increasing in value every time one is picked up. The first multiplies your score by two, the next by three, up to five. Unlike *Creatures 1* and *2*, *MIM* will feature MASSIVE scores!



**STEVE** I'm still working on Rockland at the moment, adding some chequered backgrounds. I've put some green and yellow background panels into the level, with some clear water halfway down them. This effect is achieved by making the green and yellow chequers above the water blurred and out of focus and from the water line down I gave the chequers a clear, crisp definition. To add that extra spark of realism I put some shine across the water surface.

I'm also starting to add some platforms which include slopes. I can use any characters from the character set to make the slopes, but there are strict parameters within which I have to work. I'm build up the slopes by placing three characters next to each other, then placing the same three characters on the screen again but up one and across two characters from the original position. This is repeated all the way up the slope. These characters are checked by John's code and Mayhem moves upwards when they're detected so it looks like he's walking up the slopes. (Check out the accompanying box.)

## WEEK 3

**JOHN** With the screen full of coloured, moving animated monsters, Monsterland is looking great! As Mayhem runs about, the monsters wrap around the screen – going off one side and appearing on the other. So the next routine I must write is my ALIOFF routine. This checks each monster's X position to see if it has scrolled off the screen, turning it off as it has. I've allowed a buffer either side of the screen before the monsters switch off (which is about two thirds of the screen in size). This allows my monsters to walk or fly around 'off-screen' so that Mayhem runs back towards them they will still be there!

**STEVE** John's been compiling a list of extra sound effects we need to put in the game, and now it's up to me to create them.

First, I'm tackling the 'big jump' effect, which you get from the springboard aliens when you jump on them. This sounds similar to the jump effect, but is louder and slides to a much higher pitch, because you jump much higher.

Next on the list is the hit-count effect, which is a short high-pitched sound that mixes noise and triangle waveforms by 'wave flopping' (if you know what I mean, missus). Then there is the landing effect, which is a thud sound, which uses the pulse waveform mixed with a little noise for that bit of crispness. So now I'll give that little lot to John and see how they sound in the game, playing in all the right places over the level music.

These effects have to be tested like this for one reason; a sound effect might sound brilliant in the SFX editor, but it may be too quiet over the music (or may even clash with some of the notes). I will probably have to go and change any incorrect effects after we've heard them in the game.

*The game's structure is constantly evolving and changing*

## WEEK 4

**JOHN** We saw a demo version of *Trolls* this week having heard claims that it was the greatest C64 platform game ever (*er, we never said that – Ed*). So, with some trepidation we booted it up. Our verdict? Well it isn't bad, but it certainly isn't the best platformer ever. *Mayhem in Monsterland* has a larger playing area (the entire screen) with more colours (including some non-standard C64 colours) and runs twice as fast!

Anyway, back to what will be the greatest C64 platform game ever (biased? Never!). ALIOFF has been coded, so now I've got to map the monsters on to the background maps. This adds another type of map – monster maps – that have to be contained in each level, effectively being overlaid over the background. This routine, known as a sequencer, needs to handle both left and right directions with eight different speeds and still position each monster at the precise co-ordinates we want them. I've decided to get it working in one direction, then duplicate and modify the code for the other direction. This simplifies the initial design and is therefore easier to debug (I hope/wish/prey).

**STEVE** You may remember a screen shot a few months back of Spottyland. This was a mock-up screen created using our graphic editor which means that we can't incorporate it into the game until I've converted all the graphics into blocks (explained in *CF*31). Once these blocks have been created I still need to create a basic level map to see a rough scrolling version.

Every block I define needs to be documented on paper with a number, a short description, a sketch and in some cases a table of how to join it to other blocks. This could take up to a week to complete, then an extra couple of days just to make a temporary map to see if all the blocks join together. To coin a phrase – ho hum.

## NEXT MUNF

**The next instalment sees the continuation of the monster installation (hey that rhymes). We've also decided to put in a feature which enables us to produce levels of unlimited length (wow!).**

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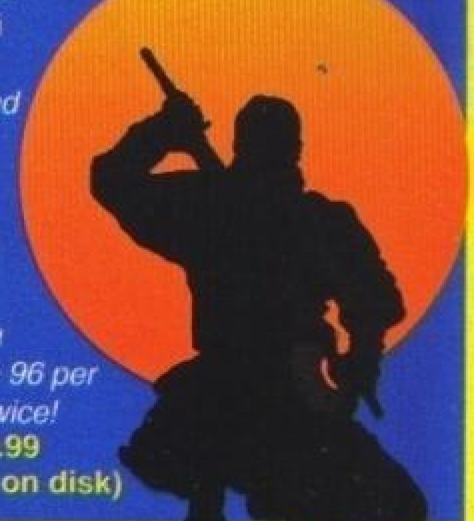

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# DO THE SPRITE THING

**_Sprites are one of those things we take for granted, like cars. Loads of people drive for years without a clue about the four-stroke combustion engines. Other people need to know how things work. So for all budding machine code mechanics Bones is here with a beginners' course in understanding sprites._**

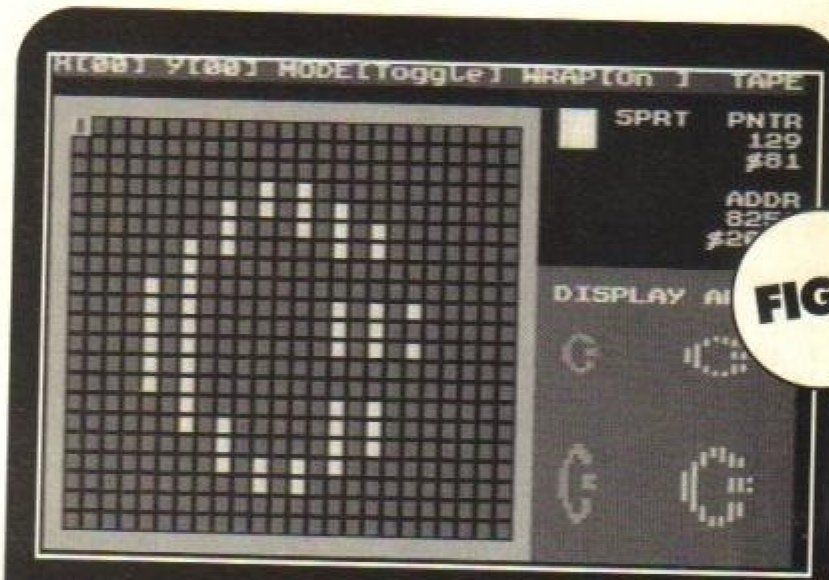


**FIG 1**

**This is a screen from *FROST*. This hi-res sprite is constructed on a grid that's three bytes wide and 21 bytes deep. Each square here represents both a bit and a pixel. When the bit is on, then the pixel is illuminated in your chosen colour. If the bit is off then the pixel will remain unilluminated. Working from the top left, the data for the first eight horizontal bits are contained in byte one, the second eight by byte two and so on until the eight in the bottom right hand corner are contained in byte 63.**

When this rabble that call themselves games reviewers (*Watch it mate! – Clur*) talk about sprites they don't mean that the game's haunted or that someone's a poured brand name soda on it. They're talking about the stuff seen moving about on-screen – the heroes, enemies and bullets.

The true definition of a C64 sprite is a Moveable Object Block (MOB). Commodore, in their wisdom, originally latched on to the name 'sprite' because of the MOBs' ghostly characteristics. Now it's become accepted jargon throughout the computer world from Atari through to IBM.

Your C64 can display two different types of image anywhere on-screen; those from the character set and sprites. For an example of characters look no further than the letters and numbers on your C64's start-up screen; to see sprites just load your favourite arcade game. Both can be defined by the user (*that's you that is – Ed*)

Sprites can also be manipulated via the VIC-II chip. A rather nifty little silicon widget, VIC-II lives deep in the heart of your 64, controlling the colour, shape, position and movement of sprites.

Sprites can be used in any of the C64's three screen display modes – bitmap graphics, character or multicolour – and will retain their shape, proportion, colour and mode (either hi-res or multicolour). And thanks to VIC-II, up to eight of the little blighters can be displayed at once. It is possible to squeeze a few extra out it, but, erm, that's another story.

## DEFINING A SPRITE

The process of defining a sprite (deciding what it will look like) is similar to the method used to define a character. However, as sprites can be larger than characters, more bytes are needed to hold the data for the image. Characters require only eight bytes for the image data, but a sprite uses 64.

A byte contains eight bits and each bit can be seen as a dot of light on the screen when it's ON (1); if the bit is OFF (0) then that point on screen will display the current 'background' colour – but more of that later.

One way of representing a byte is like this:

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Bits | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Data | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 |

The bits are counted from zero to seven and that they're counted from right to left. In the illustration above bits 0, 2, 3 and 7 are ON and bits 1, 4, 5, and 6 are OFF so you'd end up with a line on-screen that looks like this:

■□□□■■□■

Each bit is also assigned a value:

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Bits | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Data | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |

A sprite, however, consists of a graphic grid 24 pixels wide and 21 pixels tall. Or, in other words, a 3-byte by 21-byte grid, of which any

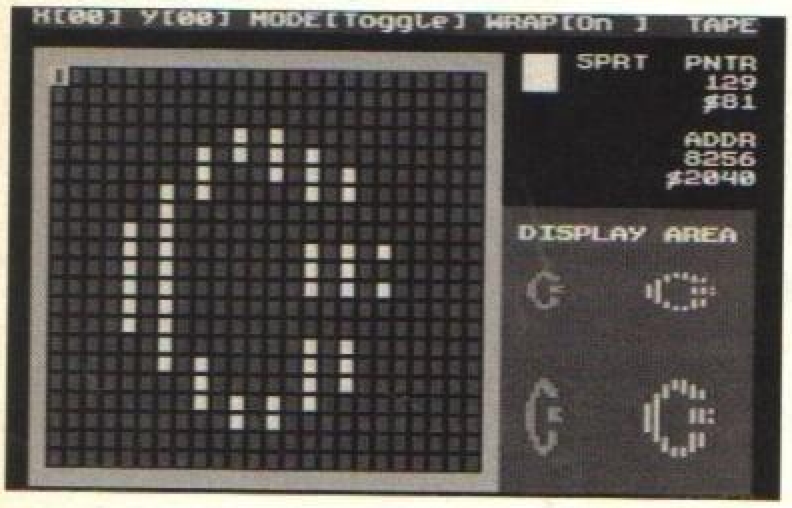
➤

### STAY FROSTY

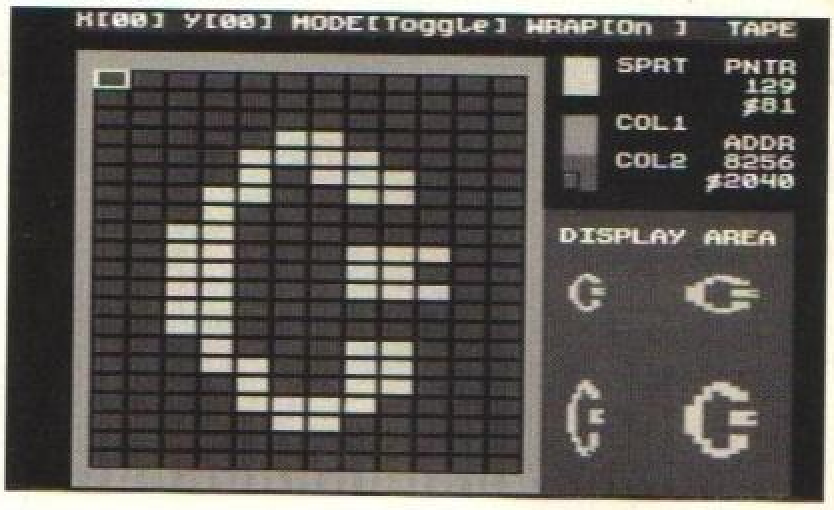
**This feature deals with the THEORY of sprites. If you want to make your own games characters though, PANIC YE NOT! Power Pack 32 featured the rather nifty *FROST* (Format's Really Original Sprite Thingy). This fancy little package allows you to create your own sprites quickly, easily and without a massive amount (in fact any amount) of technical knowledge.**

**The sprites created in *FROST* can be used in your own programs. Maybe more importantly though, it's an excellent hands-on example. Load it up before you get stuck into this feature. Many terms used here, crop up in *FROST* and can help make things clear. (Back Issues can be ordered on page 65).**

FORMAT'S
REALLY ORIGINAL
SPRITE THINGY
SPRITE
PRESS THE SPACE BAR TO START



**I see! To the left a (rather badly drawn) Commodore logo in hi-res and to the right the same screen flipped into multi-colour mode by *FROST*. The multi-colour version is twice as thick as extra pixels are used for colour *(But this is a mono page – Ed)***



individual pixel can be be ON (1) or OFF (0). Find that hard to visualise? Don't worry, we've done it for you (see fig 1).

Remember that each byte is numbered from right to left with the values of 1, 2, 4, 8, 16, 32, 64 and 128. These are assigned to each bit of each byte from right to left. Therefore if we had an image in the first three bytes of:

```
Byte 0      Byte 1      Byte 2
11100001 10000001 10000111
```

then the value of each byte is the sum of the 1s added together.

Byte 0: 128 + 64 + 32 + 1 = **225**
Byte 1: 128 + 1 = **129**
Byte 2: 128 + 4 + 2 + 1 = **135**

Simply continue adding together the ON bits in each of the 63 bytes until you have 63 totals. What you'll have then is the sprite data that's POKEd into a memory area of the computer, so that it can recreate the sprite image on-screen.

So far I've been talking about hi-res mode. In this mode a pixel (or bit/dot) which is ON (1) is coloured with the chosen sprite colour and a pixel which is OFF (0) is transparent, or coloured the same as any data that's behind the sprite.

## POWER PACK DEMO!

**On the covertape this month are two items that relate to this feature. *SPRITE DEMO* (tape count 085) and *SPRITE EXPLAIN* (tape count 100) can both be found on side two. *SPRITE DEMO* offers you a neat example of the sprite theory and practice we'll be talking about next month. It isn't a Corker – yet! – but it's the kind of thing you too could be coding after next month.**

**And after you've read, and inwardly digested, this wondrous feature, check out *SPRITE EXPLAIN*. This text file is full of masses of stuff there just wasn't room to fit on the page. Just load it up and have a read – it's good stuff.**

Multicolour mode is a somewhat different story. This mode is a trade-off which halves the horizontal resolution from 24 single dots to 12 double-dots. As it uses as it uses two horizontal bits to define a single pixel this process gives you a choice of four potential colours per pixel instead of two.

## SPRITE POINTERS

The C64 uses 64 bytes to define each sprite image. All right, I know that you actually only use 63 to define the sprite (21x3), but Commodore decided that the extra byte would be used as a 'place holder', known as a sprite pointer. Actually, this makes it easier to calculate where in memory your image data lies, because it's an even number in decimal and an even power in binary!

The C64 has eight sprite pointers, one for each of the possible sprites you can normally have on screen. Really it's not so much a sprite pointer as a sprite-image pointer, because it's used to point to the current image that the sprite at this particular moment may be displaying. Er, let me explain further:

Let's say you have designed a series of images showing a walking man. Each image is a frame and it may be that you have three frames in the animation. Let's call the first frame is image one, the second frame is image two and the third frame is image three.

What you do is write a program that'll make the sprite move across the screen and, at the appropriate time, update the sprite pointer so that it'll contain each image (or set of sprite information) in a continuous series, ie, first the pointer contains the sprite data for image one, then the data for image two, then the data for image three and so on. The VIC-II chip will use the sprite pointer to fetch the data and define the sprite with that data, creating the illusion of a man walking across the screen. So while dealing with one 'sprite', we've actually got a number of different images.

As a byte can contain any number from 0 to 255, and a sprite pointer is itself a byte, each pointer can point to 256 separate sprite images (0 to 255). Each sprite image requires 64 bytes, so a pointer can locate any image in the 64 x 256 (16K) block of memory which the VIC-II chip can access (which is known as a BANK).

Hi-tech hardwa
fro
SW

For example, let's assume that SPRITE POINTER 0 contains the number 13. This means that the image displayed will be one constructed from the 64 bytes stored at memory location (13 x 64) 832 – which is the cassette buffer. In other words (the ones your physics teacher would normally use), the rule you need to remember is:

**The memory location of the first line of data for a sprite is equal to the value held in the sprite pointer for that sprite multiplied by 64** (*Okay so it's not great literature – we know! – Ed*).

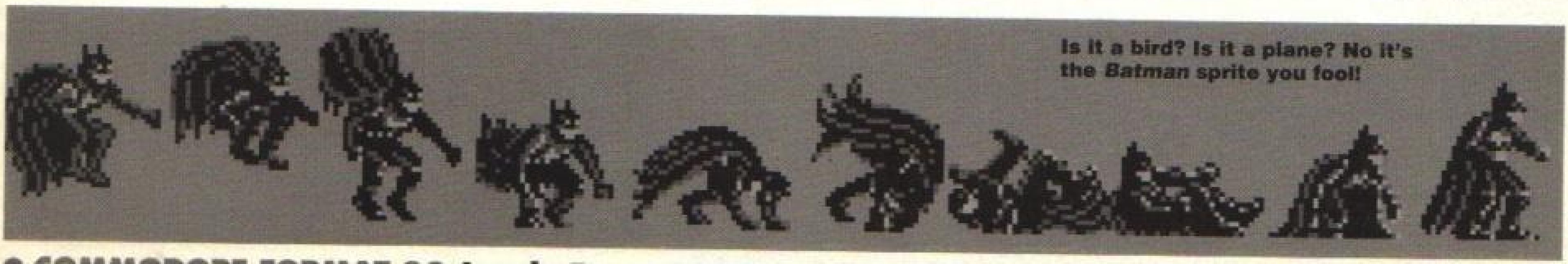
The eight sprite pointers are situated from location 2040 to 2047 ($07F8 to $07FF being its hexidecimal equivalent).

## SPRITE INFORMATION

All the info that the VIC-II chip uses to operate and run a sprite can be found from locations 53248 ($D000) to 53294 ($D02E) – however, not all of these locations are concerned with sprites. Among the 34 locations which are, the first 17, 53248 to 53264, ($D000 to $D010) are where the X and Y screen co-ordinates of each sprite are held. Each sprite also has its own on/off switch which is located at 53269 ($D015) and each sprite can have its own colour or set of colours, which are held from locations 53285 to 53294 ($D025 to $D02E).

## TURN ON (OR OFF?)

A byte contains eight bits which can be either ON or OFF, and the system will support up to eight sprites. This means that one byte can be employed to act as a bank of eight separate


**Is it a bird? Is it a plane? No it's the *Batman* sprite you fool!**

switches used to determine the condition of your sprites. Bit zero controls sprite number zero, bit one controls sprite number one and so on.

To turn the individual bits of your 'switching' byte on or off you have to use the AND/OR commands. So if 53269 ($D015) is your bank of eight sprite switches the code you need to turn a particular sprite ON will be:

```
POKE 53269,PEEK(53269)OR (2↑SN)
```

And the code to turn that sprite OFF IS:

```
POKE 53269,PEEK(53269)AND(255-2↑SN)
```

Where ↑ stands for 'to the power of', and SN is the sprite number from 0 to 7.

## HI-RES, HI MOM, ETC

A sprite can be any one of the 16 colours that the C64 supports, and each sprite has its own register to contain the colour value. These are:

SPRITE 0 – 53287 ($D027)
SPRITE 1 – 53288 ($D028)
SPRITE 2 – 53289 ($D029)
SPRITE 3 – 53290 ($D02A)
SPRITE 4 – 53292 ($D02C)
SPRITE 5 – 53291 ($D02B)
SPRITE 6 – 53293 ($D02D)
SPRITE 7 – 53294 ($D02E)

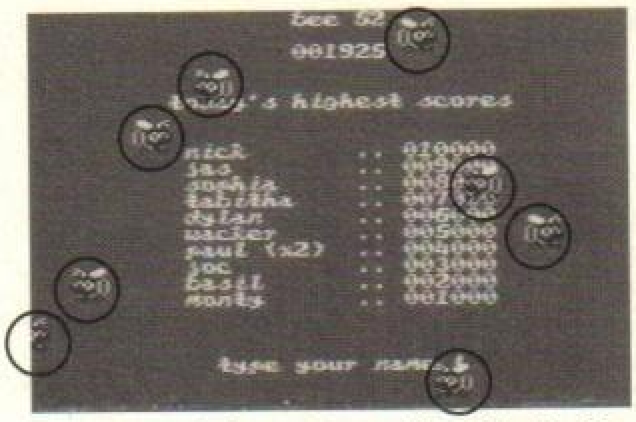
The ON bits of each sprite will display the colour contained in the sprite colour register. The OFF bits will be transparent.

## MULTICOLOUR MODE

Want to make your sprites a bit more colourful? Well, you can have multicolour sprites which will allow you to use up to four different colours within each sprite image. But there is a price to pay – losing half of the horizontal resolution. Instead of 24 dots across the sprite you can only have 12 pairs of dots. Each pair is called a 'bit-pair'. The following table describes what colour you get when you turn on and off the bits of the 'bit-pair':

| Bit-Pair | Effect |
|---|---|
| 0 1 | Sprite Multicolour register 0 (53285)($D025) |
| 1 1 | Sprite Multicolour register 1 (53286)($D026) |
| 1 0 | Sprite Colour Register (53287 – 53294) |
| 0 0 | Transparent, Screen Colour |

The locations 53285 and 53286 ($D025 and $D026) are multicolour register 0 and 1 respectively. Once selected, the two multicolours must be the same for all eight sprites. However, the eight sprites can use different sprite colours. These are set in the Sprite Colour Registers at 53287 to 53294 ($D027 to $D02E).



**Under normal circumstances (ie without using some complicated high level coding) you can only have eight sprites on screen at once.**

You can also set individual sprites to display in either hi-res or multicolour mode. This means that you can have a mixture of sprites on-screen in either mode. Again you use the eight bits of a byte as the ON/OFF switches for each separate sprite, where 1 represents Multicolour Mode and 0 hi-res Mode. The code is precisely the same as turning a sprite ON or OFF except that the location is different:

```
POKE 53276,PEEK(53276)OR(2↑SN) :REM
MULTICOLOUR ON
POKE 53276,PEEK(53276)AND(255-
2↑SN):REM MULTICOLOUR OFF
```

Where ↑ stands for 'to the power of', and SN is the sprite number from 0 to 7.

And that's just about your lot for this month.

### NEXT FRAME

**If you've looked up our SPRITE DEMO (Power Pack, Side two, tape count 085) then you'll know what's coming next. Yep, it's a case of 'lights, camera – action!' Do the Sprite Thing when and find out how to move your sprite...**

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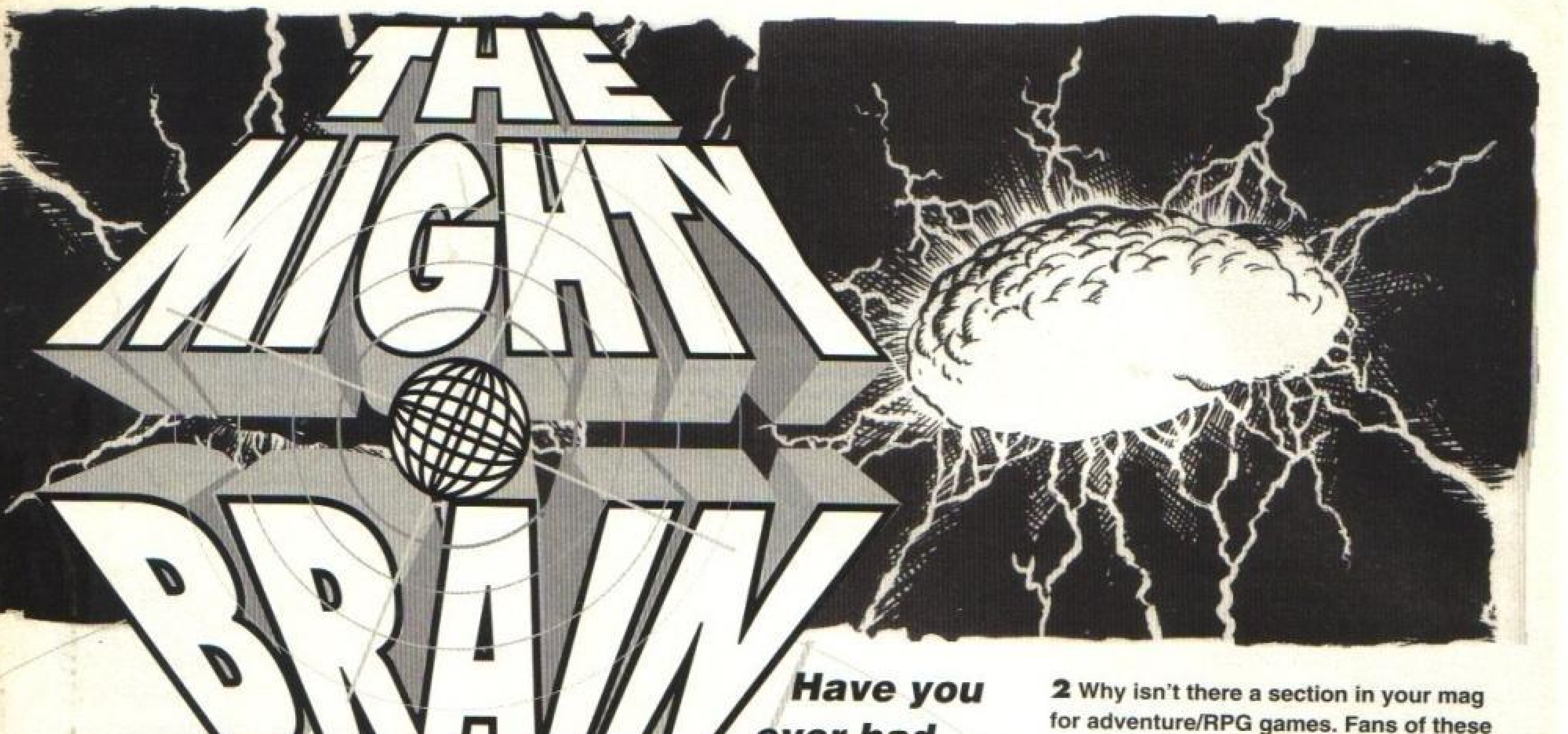


# THE MIGHTY BRAIN

***Have you ever had that feeling that someone was watching you? Have you ever felt that the world was being invaded by beings from another planet? If you have, don't panic, it's just The Mighty Brain. To contact this alien intelligence just write to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.***

## ARMKVII OK?

**Hi there Mr Blob,**

**1 I have recently bought an Action Replay MKIV cartridge. Could you tell me what the other Action Replays (I-V) were like and are they still available?**
**2 Does Datel have any plans to release an Action Replay MKVII cartridge? If they do can you name a few of its new features?**
**3 Is it possible to unPOKE an AR POKE?**
**4 I have just returned from Germany where I bought a game called *Wizardry* by a company called Edge. Why haven't I seen it in Britain?**
**5 Can you give me Idea's phone number please? I've been after a copy of *F1GP Circuits* for ages.**
***Dominic Stanyer, Willenhall.***

**1** Sorry to be pedantic but I think you mean MKVI in your question. This matter aside, the earlier cartridges were more basic models of the Action Replay. Datel just kept updating the device, hence its MK numbers.
**2** No. Effectively the MKVI has the necessary features a growing techie or cheat could want, so there's no need.
**3** Of course. You just have to replace the 'cheat' info with what was originally there – revealed by PEEKing at the location in memory before you POKE. But why would you want to, that's what we'd like to know?
**4** This game was available here years ago – December 1985 or thereabouts. So it's no longer on the shelves in the UK. However, there are a considerable quantity of games published for the C64 in Europe that we never see, because nobody buys up the UK distribution rights. Shame.
**5** They can be contacted at S.C. s.r.l. Via Mazzini, 12-21020 Casciago (VA) ☎ 0332/22 20 52 (which is in Italy!) ***TMB***

## MODEL EMPLOYEE

**Dear TMB,**

**I've enclosed a picture cut out from an old newspaper. Is this the Clur who works for *CF*? It sure looks like the Clur featured on the Power Play page. Now some questions.**
**1 Why are RPGs like *Bard's Tale* and strategy games hard to come by nowadays? Are software companies going to be making any in the near future?**
**2 Why isn't there a section in your mag for adventure/RPG games. Fans of these games feel a little hard done by, as there is never anything about them in your mag.**
***Paul Ward, Leeds.***

Stunning, truly stunning. Clur denies ever having done modelling work, but I'm not convinced. Has anyone else spotted a Clur clone?
**1** These games have, for some reason, become unpopular. The 'Softies' seem to have become convinced that all we want are platformers – which isn't the case.
**2** Our recent survey showed that there was a small but strong adventure/RPG following. So we will give adventures more coverage, but we've yet to be convinced that a regular column is the best format. ***TMB***

**Er, just don't give up the day job, Clur.**

## LORDS OF GEOS

**Dear Mighty Brain,**

**1 If I were to write a good review of the *GEOS* package would you publish it? I got it for Christmas and would like to tell everybody how good it is.**
**2 Please could you print a centre page pull-out poster of Clur?**
**3 Why don't you show a picture of Jason Finch along with all the other pictures of the *CF* team?**
**4 When is Bones the techie going to be doing another feature in the mag?**
***Steven Croucher, London.***

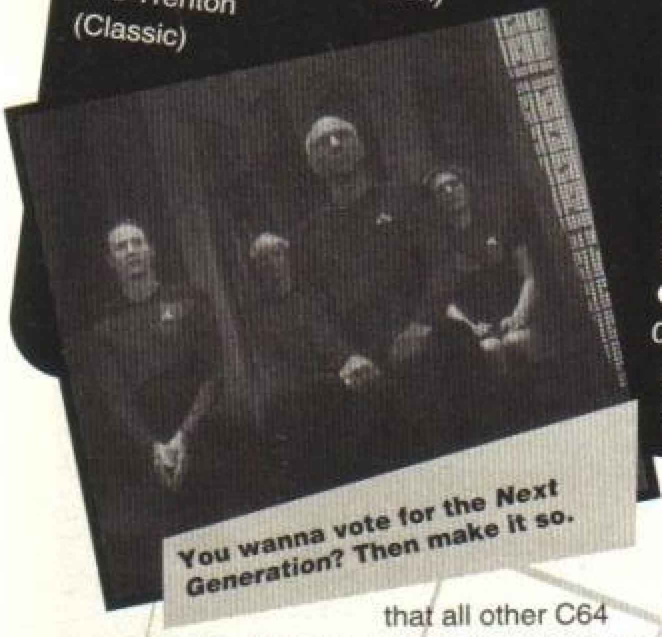
**1** We can't guarantee to publish the review, but we'd love to see it. The same goes for any piece of software or hardware that folk get hold of. If you're impressed with it and think

## PSYCHIC STRAW POLL

**Dear TMB,**
**I'm a massive *Star Trek – The Next Generation* fan. Do you like the show and if so don't you agree that it's miles better than the original series?**
***Mark Lewis, Cumbria.***

I have a slight preference for the 'Classic' series, but only because I appeared as a stunt double in *The Gamesters of Triskelion* (Series two, episode 46). But Dave (*Next Generation*) and Trenton (Classic) have been engaged in trench warfare on this very topic over the last few months. So what I'm going to attempt, and I can't guarantee success, is the world's first 'telepathic opinion poll'. At the bottom of this letter you'll find two numbers. Choose the one that best represents your opinion and say it out loud, while looking at the pic of me next to the Mighty Brain headline. This should channel your thoughts enough for me to be able to pick them up. I'll compute your answers and let you know the result in *CF34*.

- *CLASSIC STAR TREK*: 0123456789.
- *THE NEXT GENERATION*: 9876543210.



You wanna vote for the *Next Generation*? Then make it so.

Bones, Spock, Kirk and the one who sounds like someone chucking up.

that all other C64 owners should know about it, then jot down a 'review' and send it in. This way we'll definitely get to hear about it and we may even be able to print the review.

**2** I'm sorry, we don't have a poster any more. (*Phew, that was a close one! – Ed.*) (*Phew, that was a close one! – Dave.*) (*Phew, that was a close one! – Ollie.*)

**3** We do – he's that little robot! Well, okay, he's not. As the righter of techie wrongs it's imperative that we keep Jason's identity a secret. It's like superheroes and their masks. And anyway, he's shy.

**4** What? Another one? He only finished the last one two pages ago! ***TMB***

## BIG MAC PACK?

**Dear Mighty Brain,**
**1 Is *Henry's House* available for the C64?**
**2 Could you please put a demo of Virgin's *McDonaldland* on the Power Pack?**
**3 Do you think that *ARNIE 2* is better than *ARNIE 1*? I don't.**
***Daniel Spreckley, Wolverhampton.***

**1** Why, fancy re-locating?

**2** No can do, I'm afraid (*afraid of what? – Dave*). We asked the peeps at Virgin and they asked their programmers but it just wasn't possible.

**3** We thought *ARNIE 2* was a better game than *1*. I don't think that *ARNIE 2* is a better version of *ARNIE*, though, as the two games have quite a different emphasis. *ARNIE 1* is a full blooded kill-'em-up, *ARNIE 2*, curiously, is more of a dodge-'em-up. ***TMB***

## RAGING BULL

**Dear TMB,**
**Chill out, Mighty Brain, I'd like to ask you these questions, dude:**
**1 Is there going to be a version of *Streets of Rage 2* coming out on the C64?**
**2 How come in *Street Fighter 2* in two-player mode you can only play against Guile's background? I thought that you could choose which background you wanted?**
**3 When my brother and I buy full-priced games we buy them from Software City because it's cheaper than shop prices. How come?**
***Stuart Broom, Bewdley.***

**1** *Streets of Rage 2* is a bit of a flagship title on the Mega Drive (at least until they eventually get *Street Fighter 2*) so it seems unlikely that we'll ever see a version on a non-Sega system.

**2** You can! After picking your fighters you should be returned to the title screen. Here F3 allows you to select the location.

**3** Mail order houses can afford to charge lower prices because they have much lower overheads. High Street shops have to pay for premises, staff and electricity and then hope that computer gamesplayers will wander in. All mail order companies have to do is place an advertisement which they know will be read by computer gamesplayers. The money they save this way allows them greater pricing freedom. This is their strength. However, they will never be able to offer the 'accessibility' of a shop where you can look at the games, read the boxes and ask questions. You pays yer money, I suppose. ***TMB***

## OI! REF!

LETTER of the MONTH

**Dear TMB,**
**I'm writing in the hope that you or any of your readers will be able to help us.**

**Recently my 10-year old son bought *Teenage Mutant Hero Turtles – The Coin-Op* at a car boot sale. When he loaded the game he found he needed to enter four numbers to start the game. Unfortunately the previous owner has not enclosed the booklet with the game, so it's totally useless. Could you or any of your readers let us know what the numbers are?**

**Anyone wanting to sell their games should make sure that they enclose the booklets. To take someone's money for a game that can't be used without its booklet is just as bad as robbing them.**
**P Graham, Crook** (*it's a place in Co Durham not a comment! – TMB*).

A tragic tale – especially as *Turtles, The Coin-Op* is dead good! So, in this case only, we'll do our best to help. We've got a manual here, but before we can send it to you we'll need to check that your son wasn't sold a pirated version of the game. So, if you send us the game and its packaging, we'll stick the manual in and get it back to you by return of post. We're sorry to be so heavy but car boot sales are an ideal sales point for illegal copies.

As a guide, before you buy from car boot sales here are a few handy hints.

**1** Always ask if the game is complete and open the box to check the contents.

**2** If possible, get a name or contact number – the cassette could have become mixed up with the Dannii Minogue tapes they're selling – so you can exchange or return the game if it doesn't load.

**3** Give the packaging and cassette label a good look. Are they printed or photocopied? Do they look as professional as usual?

**4** You'll always be taking a bit of a gamble with this kind of purchase, so only spend what you're prepared to lose. This is a car boot sale after all! ***TMB***

## AIN'T GONNA PLAY SIN CITY

**Dear TMB,**
**1 When will *Mayhem* be ready?**
**2 When will *Beavers* be reviewed? It sounded quite good in the preview and that seems like ages ago.**
**3 I will be getting a disk drive soon. Would it be a good idea to buy *Sin City* and what score would you give it?**
**4 Recently, I heard about something**

**called an Expert Cart. What is it? What does it do? How good is it and how much is it? Okay, that's about it! I think I'll go and play with that awesome game *Wizball* now!**
***Andrew Mackay, Scunthorpe.***

**1** Those Rowlands chaps are aiming to get it finished by mid-summer.
**2** When it's finished. Still no word from Grandslam as to how things are going – although there is some evidence of work on other formats.
**3** I'd give *Sim City* around about 80 per cent (although I must admit my tastes are eccentric). The idea of *Sin City*, though, seems an altogether different prospect.
**4** It's an old utility cartridge like the Power and Action Replay. Few suppliers still hold stocks of it, though. ***TMB***

## SICK AS A PARROT

**Dear Oversized Brain,**
**I have been sent from a distant galaxy to ask you some very important questions.**
**1 Is *Street Fighter 2* worth the full price?**
**2 In *CF*31 in the Ultimate Footie Sim feature it said that on the Amiga it was possible to crossover and take control of the players on *Kick Off 2*. Well on *Manchester United* for the C64 you can do this, so it's already available, so huh!**
**3 Iain, my loyal friend, always beats me at *Manchester United* – can you help me?**
**This letter is dedicated to Iain who can't play any of his Power Packs because his C64 is sick and in hospital!**
***The Squeaky Mouse, Kennoway, Fife.***

**1** It depends. If you like beat-'em-ups and fancy something bravely different, then yes. If you're a strategy head, or an adventure fan, then you'd probably hate it. Rating a game is always relative assessment.
**2** There are two things I'd like to clear up here. First, most of the features mentioned in our 'Ultimate Game' series have already been featured in games. What we were suggesting is that all these individually excellent extras be combined into one supreme game.

More specifically, Dave – who wrote the piece – was talking about two very separate pieces of software that could be either linked or played alone, rather than a single game which gives you the option to play either arcade and/or management. The comment was intended to praise *Man Utd* for trying something a little bit different.
**3** Well you could always sabotage his C64 and then make sure never to load *Man Utd* when Iain's about.
Ah, I see you're one step ahead of me. ***TMB***

## READERS CHARTS

**Two games top tens this month, the first (with distinctive egg -overtones) comes from Brian Leatt, Cullompton.**

**Dear Second TMB,**
**Because I am the best brain around!**
**This is my top ten:**

| | | |
|---|---|---|
| **1** | *Creatures* | Thalamus |
| **2** | *Crystal Kingdom Dizzy* | CodeMasters |
| **3** | *Commodore Format* | Future Publishing |
| **4** | *Spellbound Dizzy* | CodeMasters |
| **5** | *Magicland Dizzy* | CodeMasters |
| **6** | *Dizzy* | CodeMasters |
| **7** | *Fantasy World Dizzy* | CodeMasters |
| **8** | *Treasure Island Dizzy* | CodeMasters |
| **9** | *Slicks* | CodeMasters |
| **10** | *Lotus Turbo Esprit* | Gremlin |

**And my worst game is *Dizzy Panic* by CodeMasters.**

**...And now an alternative (it does exhibit a curious interpretation of the percentage system) top ten from Arnold Ruvier in Holland:**

| | | | |
|---|---|---|---|
| **1** | *Pirates* | MicroProse | 296% |
| **2** | *Space Crusade* | Gremlin | 190% |
| **3** | *All Dizzy adventures* | Codies | 100% |
| **4** | *Creatures 1 and 2* | Thalamus | 96% |
| **5** | *Zak McKraken* | Lucasfilm | 90% |
| **6** | *Maniac Mansion* | Lucasfilm | 95% |
| **7** | *Steel Thunder* | Accolade | 80% |
| **8** | *Turbo Outrun* | US Gold | 74% |
| **9** | *Hostage* | Infogram | 73% |
| **10** | *Rainbow Islands* | Ocean | 73.99% |

## HAPPY UNBIRTHDAY

**Dear TMB**
**I know that I am probably getting on your nerves by now (*so why continue? – TMB*) but I want to say something. Ewan MacDonald, would you like to come to Sheffield and feel the wrath of a... (*this bit's been edited, but generally concerns threats of a physical nature – Ed*). By the way, on April 27th I became 18, so the question I asked in issue 31 is now quite valid.**
**1 In *Lemmings* will there be passcodes on the tape version?**
**2 Do you have any idea how much *Mayhem In Monsterland* will cost?**
**3 I don't think that putting *SEUCK* games on the covertapes is a good idea. Why? 'Cos they're all the same.**
**4 Why have you changed the charts from the top 100 to 40?**
**5 *Midnight Residence* doesn't exist – you said so yourself.**
**If you do actually print this letter will you leave this bit in and wish me a happy 18th birthday on April 27th?**
***Shane Hadfield, Sheffield.***

First things first, Shane. If you're picking on Ewan for not liking Clur, then you're picking on me too. Now (in Harry Enfield voice), I'm not sure you wanted to do that!
**1** There is, as yet, no news, although either a Save Game or passcodes function will be necessary to cope with the 100 plus levels.
**2** As yet no, there's no news. The Rowlands haven't decided on that yet.
**3** We put the two games on the covertapes to show off the work of the two authors of our tutorial features. Hopefully, they showed the different kind of approaches that are possible with *SEUCK*.
**4** Well it was a gradual trimming, as we eventually wanted to reduce the chart to the top 20. What do people prefer though? A long list with little info, or more in-depth stuff on the top 20 sellers?
**5** Yup we did. I believe that on your planet it is customary to play practical jokes on April 1st. Hence the games review in the issue that spanned that date.
Happy 18th birthday. Sorry it's a bit belated, but publishing schedules meant that we couldn't get the letter in any sooner. ***TMB***

## UNCLE DAVE'S BUY-A-RAMA

### FOR SALE

**● 1541 2 disk drive, Action Replay VI cartridge, disk games, blank disks plus box, all under a year old (worth over £250) all for £100! Tel 0795 522310.**

**● 64 games plus PD software at unbeatable prices. Send large SAE for details to: Electric Boyz, Entertainment Software, 16 Grovehill Road, Redhill, Surrey RH1 6YP.**

**● Commodore 64C with two datassettes plus £250 worth of games. *OCP* plus mouse, colour printer, drive, *Mini Office 2* and *CF*23-31. £180 ono. Tel 0642 563032.**

### WANTED

**● *Koala Pad* and *Blazing Paddles*. Phone Scarborough 0732 371604 preferably Sunday between 9am and 11am.**

**● *CF*2 with covertape. Mint copy and faultless tape. Will pay £12.50 (£2.50 for mag/tape plus £10 for collectable value). Ring Andy on 0457 863196 evenings only.**

**● Map that came with *Doomdark's Revenge* desperately needed. Can you help. If so write to David McCreadie C/O the usual *CF* address.**

### USER GROUPS

**● For free games and posters buy *Gameplay* for £1.50 (tape/disk) plus games for sale. Contact Chris 0n 0508 44354 after 6pm.**

**● Bytes-Free C64 user group with a difference. Send an SAE to 136 Harpenden Road, St Albans, Herts AL3 6BZ for a free info pack.**

## WE'RE TAKIN' OVER

**Dear TMB (The Mini Brain),**
**If you don't print this letter I'll send a brain surgeon to change yours with Roger's.**
**1 How does *War Games* work?**
**2 Do you like pirates?**
**3 Is there a 64 version of *Monkey Island 2*?**
**4 How does the scanner work? Does it work with days, months, years or formula like day = ind(Rnd(0)x100)H?**
**5 What is the best adventure on the C64?**
**6 Are there are any more Brains on this planet besides you and Krang?**
**7 What do you eat?**
***Arnold Ruvier, Holland.***

How can you change something for nothing? I don't understand.

**1** I'm not sure exactly what you mean here. It could be one of three *War Games*.
a) *War Games* the movie which works by passing 24 still film frames per second in front a strong light source.
b) *War Games Construction Kit* works after pressing RUN/STOP SHIFT and then PLAY on your datassette or typing load "*",8,1.
c) War Games the genre. These are tactical contests fought against a computer opponent. By manoeuvring similar pieces around a terrain map the player tries to gain tactical advantage over their opponent. These games usually recreate historical battles.

**2** It depends on what kind of pirates you mean. If it's: *Pirates* the game by MicroProse then yes, it's excellent; pirates, the swashbuckling buccaneers then yes, because they're the source of many great and fascinating legends; software pirates then my thoughts are unprintable.

**3** I'm sorry to say that it's not.

**4** Each ring represented a month and the closer the game got to the centre the nearer it was to release. This information is kept as accurate as possible, but we had to rely on the Softies to tell us realistic dates.

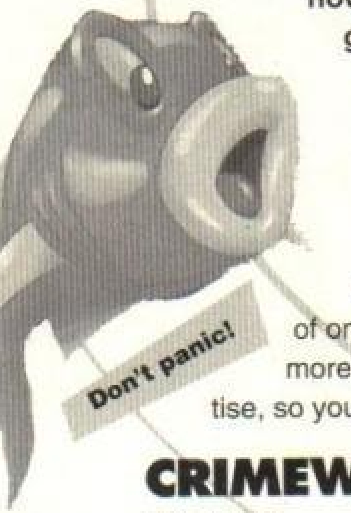
**5** I would have to say *Hitchhiker's Guide To The Galaxy* by Infocom.

**6** Yes thousands of us! We are secretly taking over your planet. In a few months we will rule the your precious Earth!*

**7** Too much! **TMB**

## CAR WARS

**Dear TMB,**
**I have recently been playing your *F1GP Circuits* demo and found it a touch easy to complete. I was wondering how I could get hold of the full game. I can't find it anywhere in mail order.**
***Ryan Peters, Bodmin.***



Your best bet will be to ring all the mail order houses and ask if they've got a copy in stock or can get hold of one for you. They often have more games than they can advertise, so you may luck out. **TMB**

## CRIMEWATCH?

**Dear TMB,**
**1 Are there any plans for *James Pond 1*, as it seems a bit odd that Millennium brought out *James Pond 2* before *James Pond 1*? Please explain!**
**2 In *Street Fighter* can you be or fight all the characters you can be in the sequel. And can you have all the special moves?**
***John Wright, Cleveland.***
**PS If you don't print this letter I will send my C64 to singing lessons at the Des O'Connor School of Music.**

**1** *James Pond 2* was a much better game than *James Pond 1*. Given the choice to convert either the weaker or the stronger of the two titles I know which I'd have chosen.

**2** Nope. Most of the folk featured in *SF2* are new characters. Similarly most of the special moves were new additions too. **TMB**

Could be worse, I suppose – it could be the DO'C School of Light Entertainment!

## BINARY ZONE

**Dear TMB**
**1 Why did you only print six words, four Y's and four N's in issue 31?**
**2 Would it help if I change the Y's for 1's and the N's for 0's? Now try answering this: 10101001?**
**3 Will *Lemmings* have voices like they did on the Arc and Amiga?**
**4 Could you put a picture of a C128 on your page and tell me how much it costs?**
***Shaun Underwood, Taunton.***

**1** I only had a limited amount of space.

**2** Apart from being 169 in binary, it's also the catalogue number of The Sex Pistols' *God Save The Queen* on EMI.

**3** Sure the *Lemmings* had voices on the Amiga, but on the Arc, as I recall, neither lemming had vocal capabilities. If they could speak, I'm sure Noah would have mentioned it!

**16p worth of C128.**

**4** Here you go. This one would set you back at least 16p we reckon. Pictures don't come cheap these days, you know. **TMB**

## THE END

**Once again the letters page comes to an all-too-abrupt end. But, if you've got a question, a query or are just plain curious about something why not get The Mighty Brain working for you? Drop him a line at TMB, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. And before I go – Naomi Williams from Kent, Michael Madsen and Harvey Keitel appeared in both of these rather nifty films.**

---

*** TMB watched Invasion of the Body Snatchers again a few nights ago. He's not been the same since! – Ed**

## SMALL ADS, BUT PERFECTLY FORMED

**If you need to advertise something C64 related then what better place than *Commodore Format* where your ad will be read by over 50,000 C64 users?**

**To place an ad all you have to do is fill out the form below and send it to: 'Uncle Dave's Buy-a-Rama,' *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. And all it costs is £5 (payments by cheque made payable to *Commodore Format*) per ad. That's about 0.01p for every person that's going to read it – what a barg'! There are a few ground rules for your protection:**
**1) *Commodore Format* will not support piracy. Any ad which appears to promote such practices will not be carried.**
**2) We'll need your address in case of queries, but will only print your phone number – er, unless you haven't got one, that is!**
**3) We'll do our very best to place your ad in the next possible issue. Printing deadlines, however, may occasionally force the ad to be carried over to the following month. Sorry about that.**
**4) *Commodore Format* reserves the right NOT to run an ad if it appears to contravene the spirit of the section.**
**Ads to appear in the July issue of *CF*(35) must reach our offices by 8th June.**

## BUY-A-RAMA ORDER FORM

NAME ____________________
ADDRESS ____________________
____________________
____________________
TELEPHONE ____________________

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Ot

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# PD FORMAT

When the results of our survey came in we were surprised – nay shocked! – to discover that few of you utilised the vast range of Public Domain software that's available for the C64. So in our bid to boldly go where not many of you have gone before, we asked every library to send a list of their top titles, to show what's available for the price of a copied disk (or tape).

Each month we're going to feature the most popular C64 PD programs from a different C64 PD library, so that you not only know what's hot, but also know how and who to contact in order to get it. And this month the spotlight falls on (*drum roll please – Ed*) Utopia PD! Take it away…

Coma Light

OGO AND CHAR BY RRR NOW I

Grabs from demos available from Utopia. (Demos are basically coders showing off their skills.)

Wonderland 9.

## UTOPIA PD

**LIBRARY'S FULL NAME:** Utopia PD.

**ADDRESS:** 10 Cwmaman Road, Godreaman, Aberdare, Mid-Glamorgan, CF44 6DG.

**SOFTWARE AVAILABLE ON:** Disk only (but we're working on tape versions).

**PRICE PER DISK:** £1.50.

**WHAT UTOPIA'S GOOD AT AND WHY:** Utopia PD is a new PD Library and we care for our customers! All our disks are just £1.50 each (even the double-sided ones) which, we reckon, makes us the cheapest PD library around. Our catalogue hasn't got any confusing catalogue numbers just the title of the disks! I'm not going to say Utopia PD is this and Utopia PD is that (like most would). I'm just going to SEND THOSE SAEs NOW! Anyway peace goes out! (*Er, 'scuse me? – Ed.*)

## WHAT'S PD JAMES?

JAMES: Well, PD stands for Public Domain, which isn't a place, but a concept. If a program is PD then that means that there are no copyright restrictions, so it's legal to copy it as many times as you wish. More importantly, it's FREE! Well sort of. When someone writes a PD program then they don't want to be paid for it and are quite literally prepared to give it away.

Normally most PD is obtained from libraries (organisations which gather together large collections of PD programs) who charge a small fee distributing the stuff. This is normally a pretty paltry sum designed to cover the running costs of the library.

Most libraries have a catalogue and if you chuck them a large SAE in the post they'll send you one for free. These list all the library's wares, the prices, availability, format and how to 'buy' the disks.

## HOW GOOD IS GOOD?

If you've never bought PD before you may – quite rightly – be a little suspicious. Surely if the programs were really that good, then they'd be selling them not giving them away?

Well, yes and no. Just like commercial programs, there are good ones, bad ones and average ones. Which is the primary reason for these charts and the inclusion of some of the best stuff on the Power Pack. *ATA* (Power Pack 33, Side Two, Tape Count 000) is one such 'good' example which Utopia PD gave us to show just how brilliant PD games can be!

## TOP FIVE GAMES

**1** ***MICRODOT***
**Catalogue No:** Games Disk 2
Make your own game with this easy-to-use editor (plus games).

**2** ***THUNDERLIFTER***
**Catalogue No:** Games Disk 2
Another coooool *SEUCK* creation!

**3** ***COLOUR BIND***
**Catalogue No:** Games Disk 1
A very addictive puzzle game!

**4** ***ATA***
**Catalogue No:** Games Disk 1
A neat *Tetris*-type game.

**5** ***BLOCKIE***
**Catalogue No:** Games Disk 1
Another brilliant *Tetris* clone!

## TOP FIVE DEMOS

**1** ***PROMETHEUS UNBOUND***
**Catalogue No:** N/A
Stunning stuff like metamorphosis, plot scroll and tons more!

**2** ***PRODUKT HANDLER KOM HER***
**Catalogue No:** N/A
Features brilliant colour effects, flood filled vectors and more!

**3** ***LIGHT (CREST)***
**Catalogue No:** N/A
Crest do their stuff! And do it good!

**4** ***WONDERLAND 9***
**Catalogue No:** N/A
Contains some great samples and fabby effects.

**5** ***COMA LIGHT 6***
**Catalogue No:** N/A
Features stuff like a 160 fli-split some other great stuff!

## TOP FIVE UTILITIES

**1** ***FLI-DESIGNER***
**Catalogue No:** Tool Disk 1
Do you have problem with colours clashing? Then here's the solution.

**2** ***SUPERUTILITY 4.1***
**Catalogue No:** Tool Disk 1
Over 35 utilities in one! That's why it's called, er, super!

**3** ***CHEQUE BOOK ORGANISER***
**Catalogue No:** Tool Disk 2
Handy prog for cheque book-type stuff.

**4** ***HELP G4***
**Catalogue No:** Tool Disk 4
Brilliant program, this! Gives you help with things like character codes, memory maps and DOS. It even has a chart showing you which colours mix the best.

**5** ***HI-RES DEMO KIT***
**Catalogue No:** Tool Disk 2
Brilliant for all you folks who want to

# GAMEBUSTERS

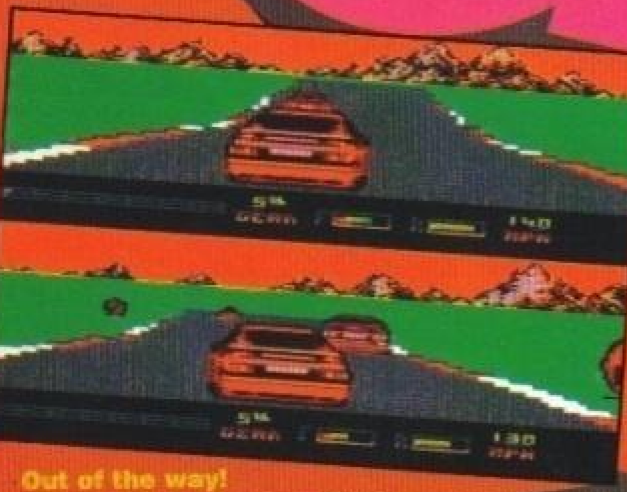
## TIP OFF

## LOTUS ESPRIT TURBO CHALLENGE

**Gremlin/GBH**

Driving a cool red Lotus Esprit around a racing circuit may seem like a dream come true, but it's a tricky task. Here's boy racer Dean Kelly with a trunkload of tips for budding Alain Prosts.

**GENERAL TIPS:** Even with a manual-geared car and pole position, your computer-controlled opponents are going to roar away from you at the start. But keep to the red and white strip at the edge of the track and you'll soon pass 'em quite easily. If it looks like an opponent is about to ram you, nip round him on the grass verge (your momentum will stop you losing speed).



Out of the way! Blimey I hate Sunday drivers!

**GEARS:** Beginners should start with a fully-automatic car, but you should be able to use alternate controls in conjunction with manual gears after a bit of practice. A good tip for manual drivers is to play the game with sound effects only, so that you can hear when the gears need changing (just like the real thing).

**HANDLING:** When hurtling towards a bend at warp-speed don't slam on the brakes. Just slow down slightly and follow the curve. With practice, most of the bends in the game can be taken at breakneck speeds.

**RE-FUELLING:** When approaching the pits, the quickest way to slow down is to hit an obstacle just before you enter the pit lane. If you're playing a two-player game and your mates is in the pits ahead of you, a cunning trick is to ram him. This'll put your car in front of his... and you'll leave the pits first!

**OBSTACLES:** Memorise the location of any obstacles on the track so that you're prepared for them. Water will slow you down, so avoid it wherever possible, but it is quite handy if you hit it on a bend. Oil should be avoided at all costs. Opposing cars are *often* as lethal as roadside obstacles; if you have trouble overtaking one, slow right down and wait for your chance.

### BE £20 BETTER OFF

There's a much sought-after £20 software voucher up for grabs each and every month, awarded to the sender of the finest tips, POKEs, maps, and cheats. This month's winner is Dean Kelly for his clear and concise Lotus Esprit tips. Send your maps, tips, solutions, POKEs and export lager to – Andy Roberts' GameBusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

## ACTION REPLAY POKES

It's Warren 'WAZ' Pilkington again with another batch of his finely-crafted (and modestly-priced) cartridge POKEs. To use them, freeze the game, press 'E' to enter the pokes, and then restart the game using F3.

**TURBO THE TORTOISE**

`POKE 40838,0` - *Infinite lives*
`POKE 39060,0` - Infinite weaponry
`POKE 40803,234` - Infinite energy

**SPAGHETTI WESTERN**

`POKE 10910,234`
`POKE 10911,234` - Infinite lives

**CAPTAIN DYNAMO**

`POKE 8322,173`
`POKE 8325,173` - Infinite lives

**WILD WEST SEYMOUR**

`POKE 13421,173` - Infinite lives
`POKE 13595,173` - Infinite energy

**NINJA COMMANDO**

`POKE 10457,173` - Infinite lives

**BIONIC NINJA**

`POKE 16299,173` - Infinite lives

## ROUND THE BEND

**Zeppelin**

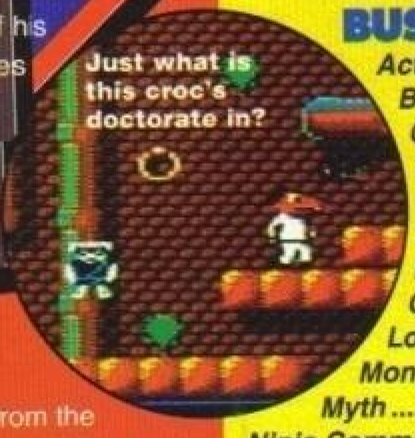
To follow up the cheat in *CF*31, here's Richard Beckett with a petite selection of tips'n'tricks.

**DOC CROC:** *The most* difficult character to move around the sewer because of his size. He must retrieve the punchlines from Bouncing Jenny, Footman, and Jenny Mutilate (all be found in the middle-left sewer).

**JEMIMA:** Has to collect the punchlines from Cosmic Comprehensive, True Romance and Nursery Crimes (which are located in the left sewer).

**VINCE:** Needs to get punchlines from the Vegetables, Pzyco the Magnificent and the False Teeth versus the Atomic Banana (which are found in the middle-right sewer).

**LOU:** Collect the furthest parts of the printing press first, as they're the most difficult (which makes the game easier as you progress). There are located in each sewer.



Just what is this croc's doctorate in?

### Everything you ever wanted to know about winning C64 games but were afraid to ask... er, apart from those of you who did write in and ask, that is...

**REGULARS**

**TIP OFF** 31
Tip Dip's got a new name!

**SOS** 42
And so's Samaritan's Corner.

**LISTOMANIA**
**POKERAMA** 43
Er, by a process of elimination this must be what we're calling FrameBusters now.

**MAPS AND SOLUTIONS**

**DALEK ATTACK** 32
Davros finally gets bumped off in this final thrilling episode. Wooo-eeee-oooo!

**LETHAL WEAPON** 34
Part two of our complete solution.

**THRUST** 38
Tips for last month's Power Pack classic.

**WILD WEST SEYMOUR** 40
Hopalong King Edward gets busted.

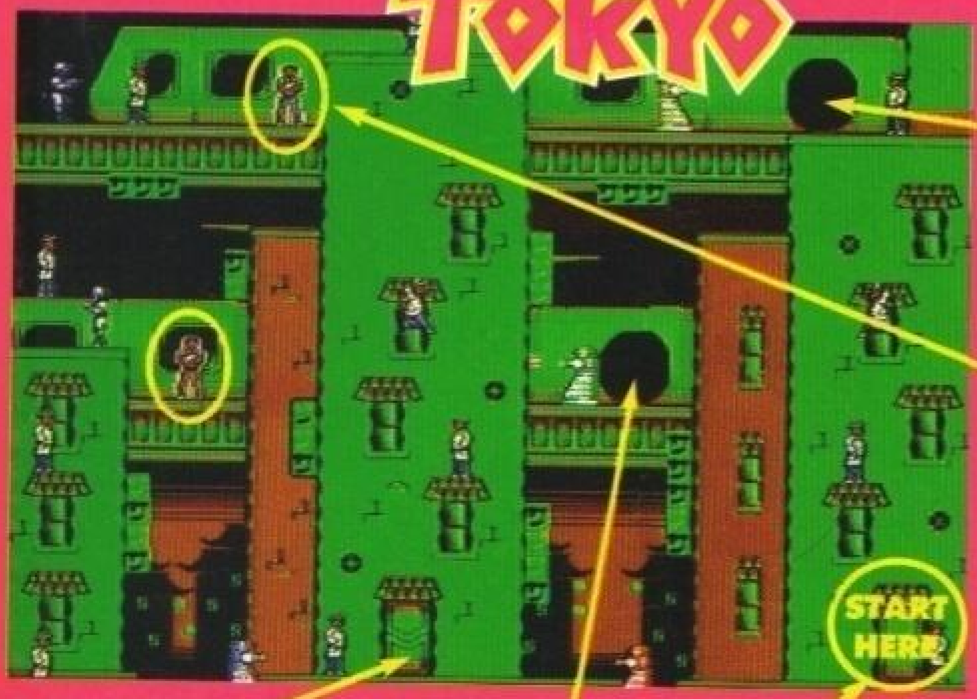
**AND THE OTHER GAMES BUSTED IN THIS ISH...**

*Action Force*..........42
*Bionic Ninja*..........31
*Captain Dynamo*..........31
*Cataball*..........42
*Cauldron 2*..........43
*Demon Blue*..........42
*Forgotten Worlds*..........42
*Gemini Wing*..........42
*Lotus Esprit Turbo Challenge*...31
*Monster Mash*..........43
*Myth*..........42
*Ninja Commando*..........31
*Round The Bend*..........31
*Spaghetti Western*..........31, 43
*Stryker In The Crypt Of Trogan*..........43
*Subterranea*..........43
*Thundercats*..........42
*Turbo The Tortoise*..........31, 43
*Wild West Seymour*..........31

# DALEK AT

Prepare to meet the troub

## TOKYO



**TRAIN LINK**
Go through here to get to the other Tokyo section, but watch out for the Dalek!

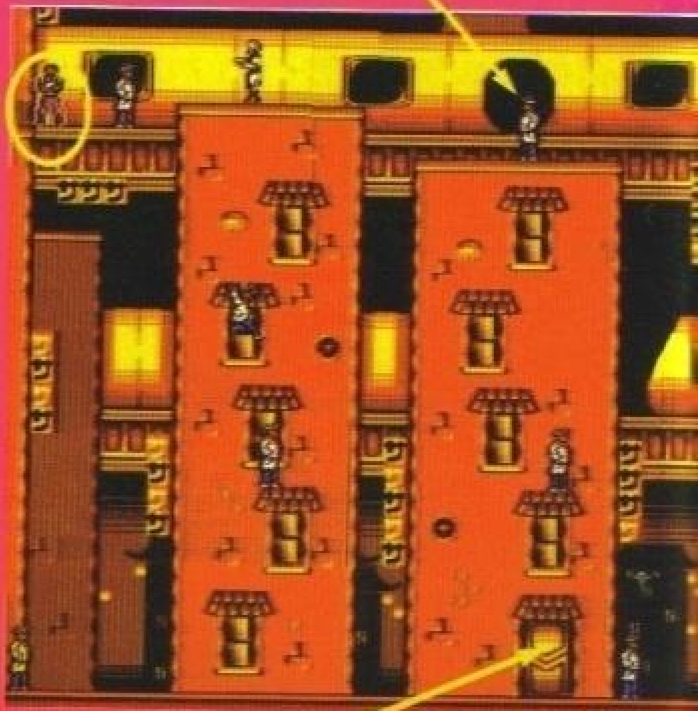
It's best to get this hostage by leaping from underneath so you avoid the Roboman.

Energy and a small robot.

Hostage plus a power-up.

Energy.

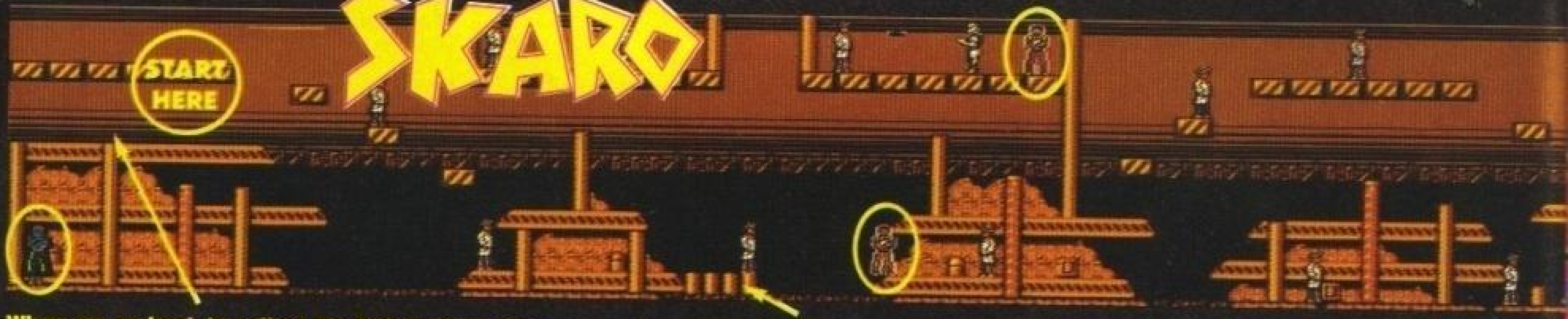
**TRAIN LINK**
Go through here to get to the other Tokyo section, but watch out for the Dalek!



Hostage plus a Roboman.

Corri
room

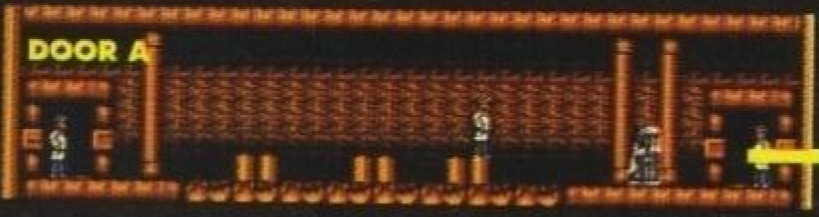
## SKARO

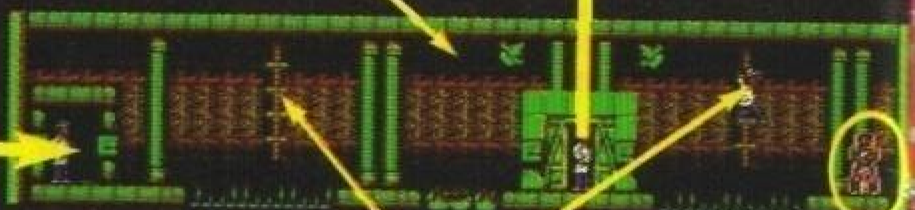


When you go back to collect the first hostage time your jump to avoid the robot on the top platform.

These appear when you step on them, but they only go half way.

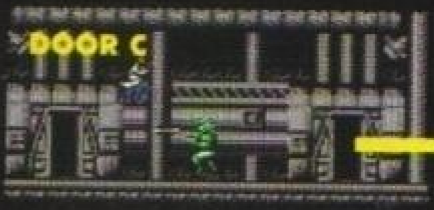
Power up

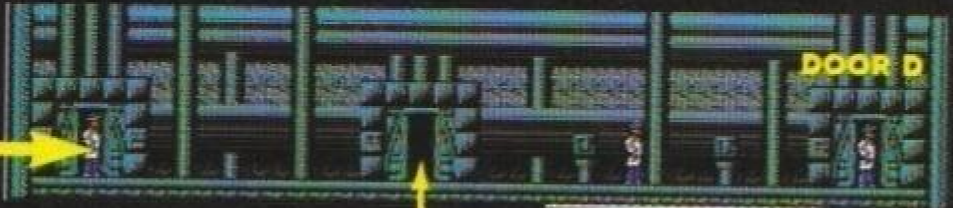




The safe blocks in this screen will appear when you jump on them. You need to jump about half the maximum length to avoid being burnt by the flames in the floor.

You can make the Doctor cling on to these things if you're not confident about your long distance leaping abilities.

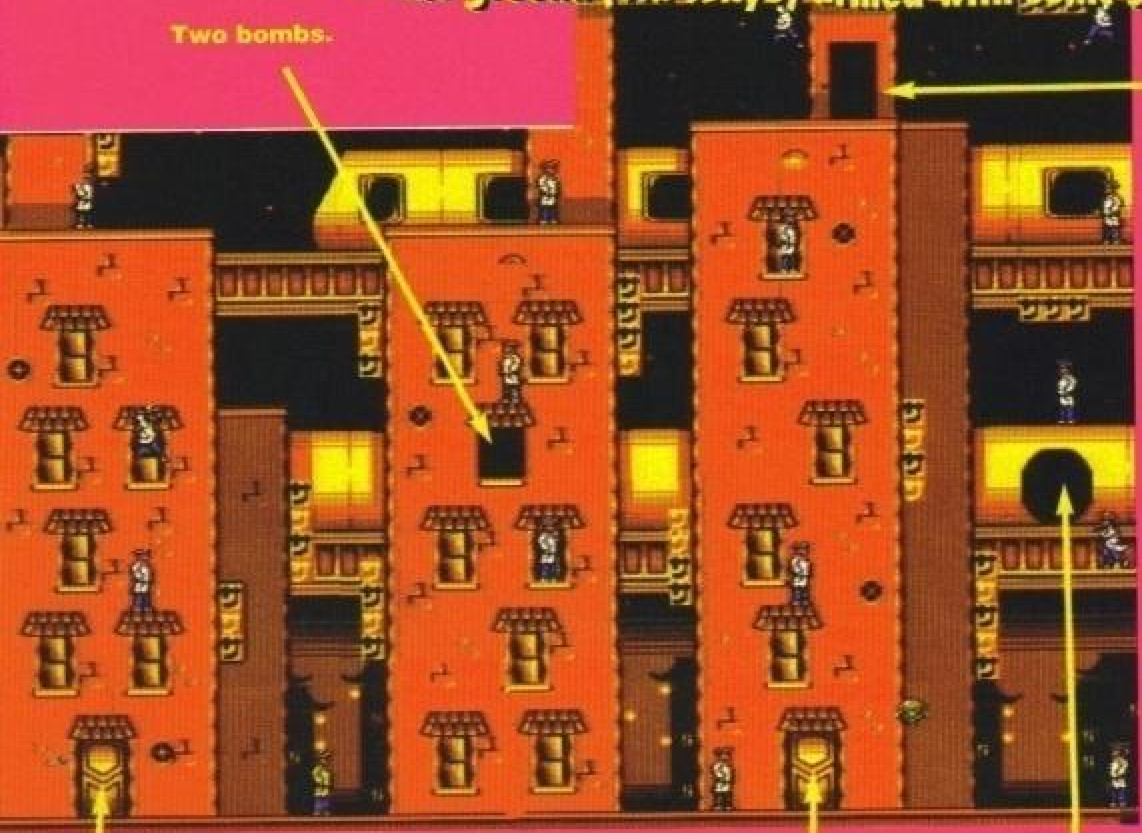




Hostage, two power-ups, a bomb and energy.

# TACK PART 3

me traffic cones on home ground (via Tokyo) armed with sonic screwdriver and Dave's patented level maps.

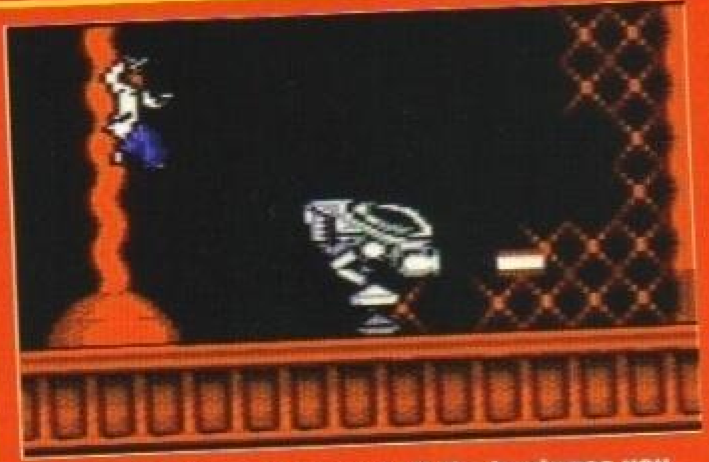


Two bombs.

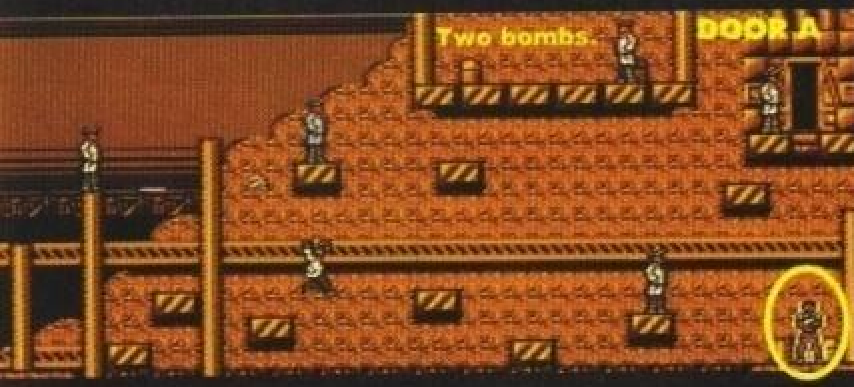
r containing a hostage and a Dalek leading to a ontaining two power-ups and a small robot.

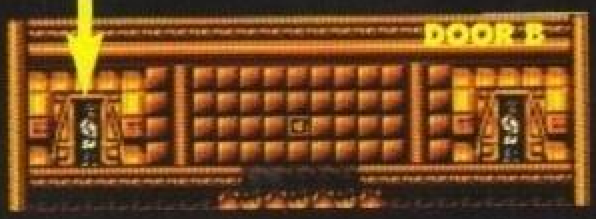
One Dalek – don't go in!

Two more hostages



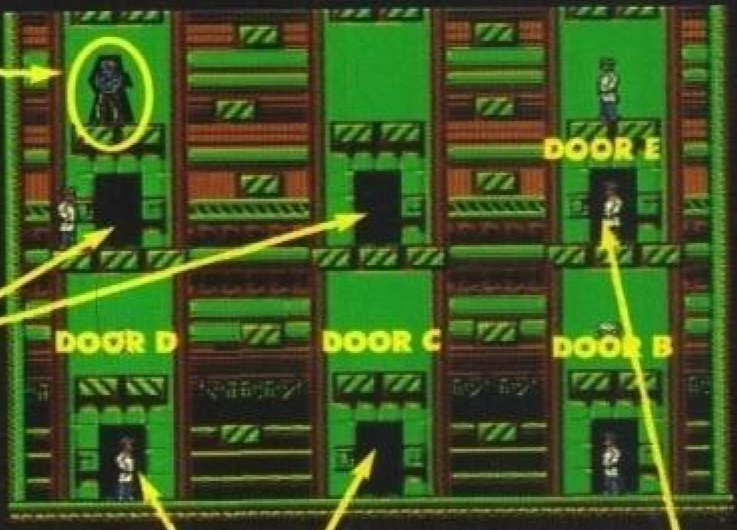
When you've finally rescued all the hostages you can go through this door. But before you meet the end-of-level baddie (above) you have to go through a Roboman-filled corridor, so be ready to shoot.





Actually, this blokes one ledge further up, but we were running out of room so we bunged him down here for now.

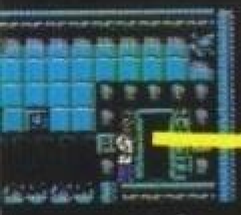
All there is in here are a rogue Dalek and a one of those Roboman. I really wouldn't check it out if I were you.

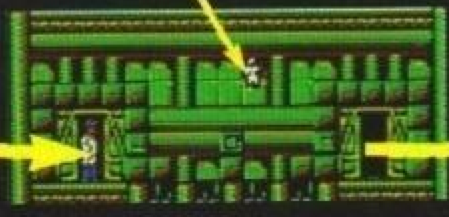


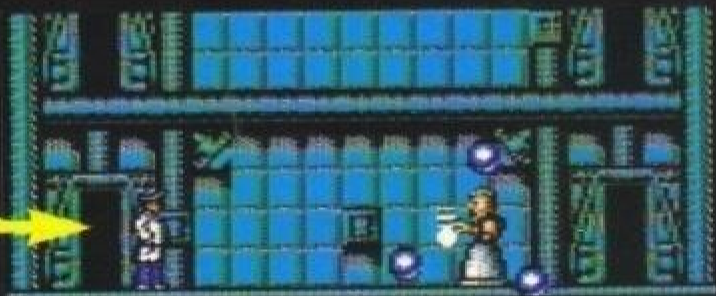
Although both of these doors lead to the same place it's best to enter through door D and come out of door C.

You can only get through here if you've rescued all the hostages.

Last energy refuelling point before the end-of-level guardian.

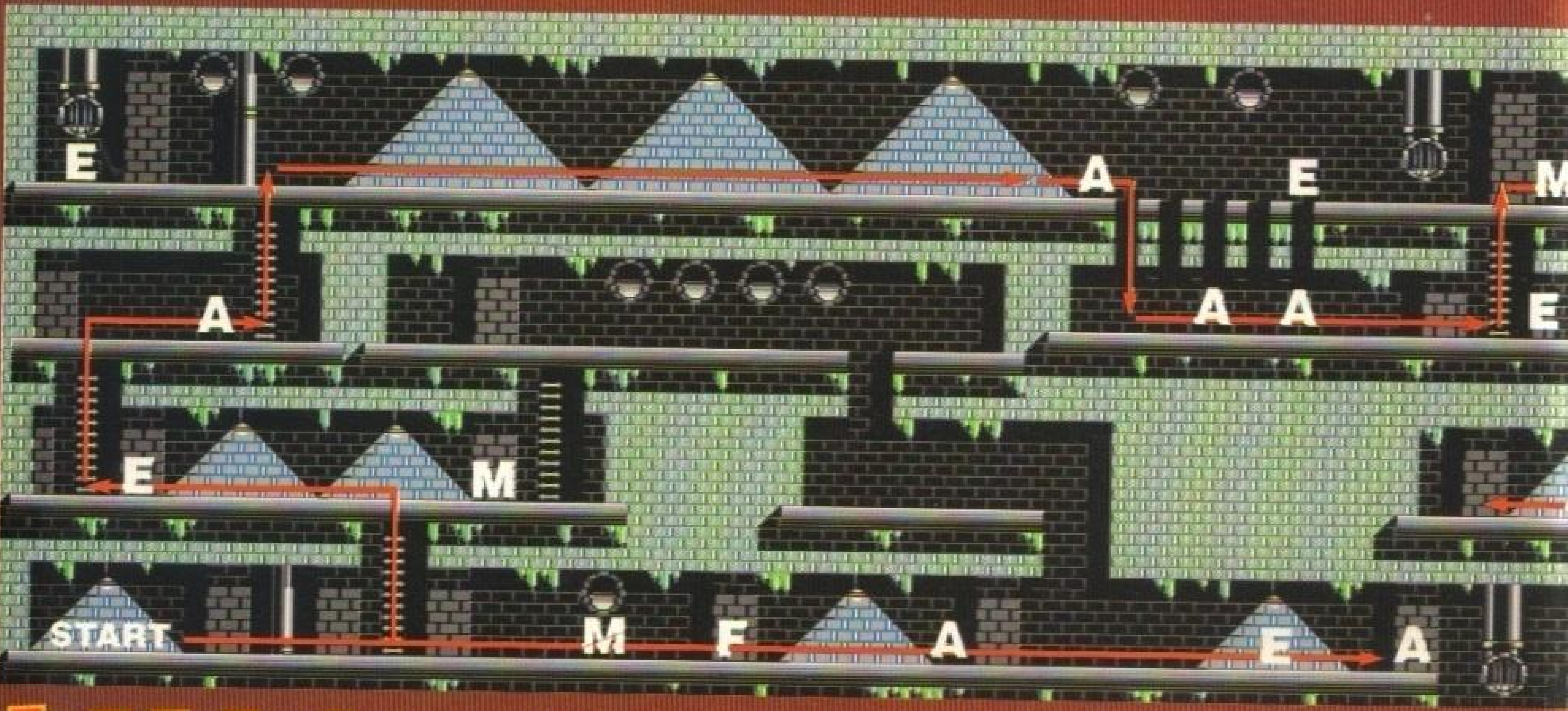






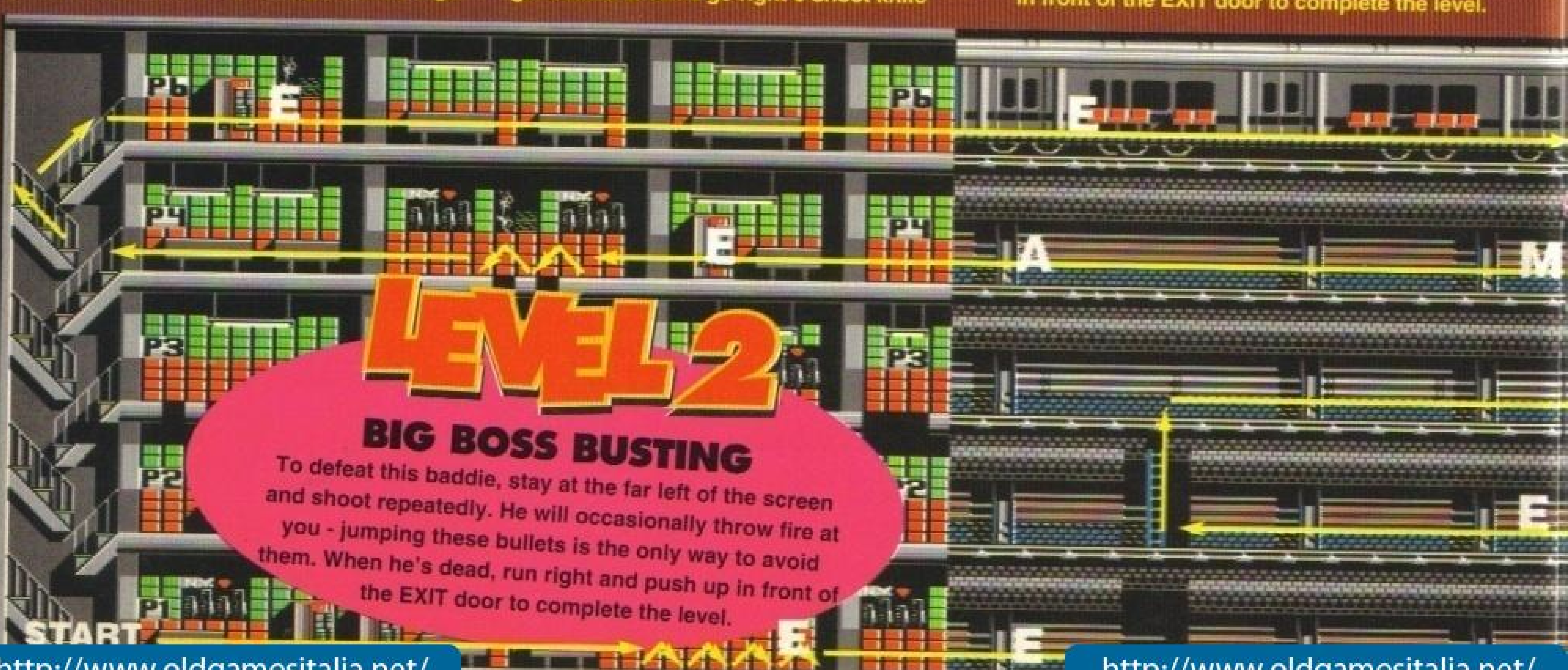
Oh no, it's Queen Victoria... er actually it's Davros.

# LEATHAL WEA



## LEVEL 2.1

**FROM THE START:** Shoot the terrorist and knife thrower • go right • shoot the knife thrower and the ninja • collect EVIDENCE • kill terrorist • continue right • get FIRE-POWER • go right • shoot terrorist • collect AMMO • shoot ninja • go right • shoot ninja • get ENERGY • go right • shoot terrorist and collect AMMO • go back to the left • up the ladder • shoot terrorist • collect EVIDENCE • go left • shoot terrorist and collect ENERGY • go up ladder • kill terrorist • get AMMO • go up ladder • shoot terrorist and ninja • collect ENERGY to the left • go right • shoot terrorist • continue right • shoot terrorist and ninja • go right • shoot knife thrower • collect AMMO • drop down gap • go right and collect AMMO • shoot terrorist • right • shoot terrorist and ninja • collect ENERGY • up ladder • shoot terrorists • collect energy to the left • go right • collect EVIDENCE and AMMO • continue right • shoot knife thrower • get ENERGY • drop down gap • shoot knife thrower opposite • drop down next gap • get EVIDENCE • shoot terrorist and knife thrower to the left • collect AMMO • go right • up ladder • go right • up ladder • shoot terrorists • get AMMO to left • go right • shoot knife thrower • jump across gap • go right and shoot terrorists and ninja • go back left to the gap and drop down the hole on the far left • jump right on to middle platform • drop down • shoot terrorists • jump up and shoot knife thrower • go left • get ENERGY • drop down • drop down again • shoot terrorists and ninja to the right • get FIRE-POWER to left • go right • shoot ninja • go right (ignore the first ladder) • shoot terrorist and go up second ladder • shoot terrorist • up ladder • right • drop down gap • drop down again • drop down and shoot knife thrower • drop down and shoot knife thrower to the right • go up the ladder on the far right and push up in front of the EXIT door to complete the level.



## LEVEL 2

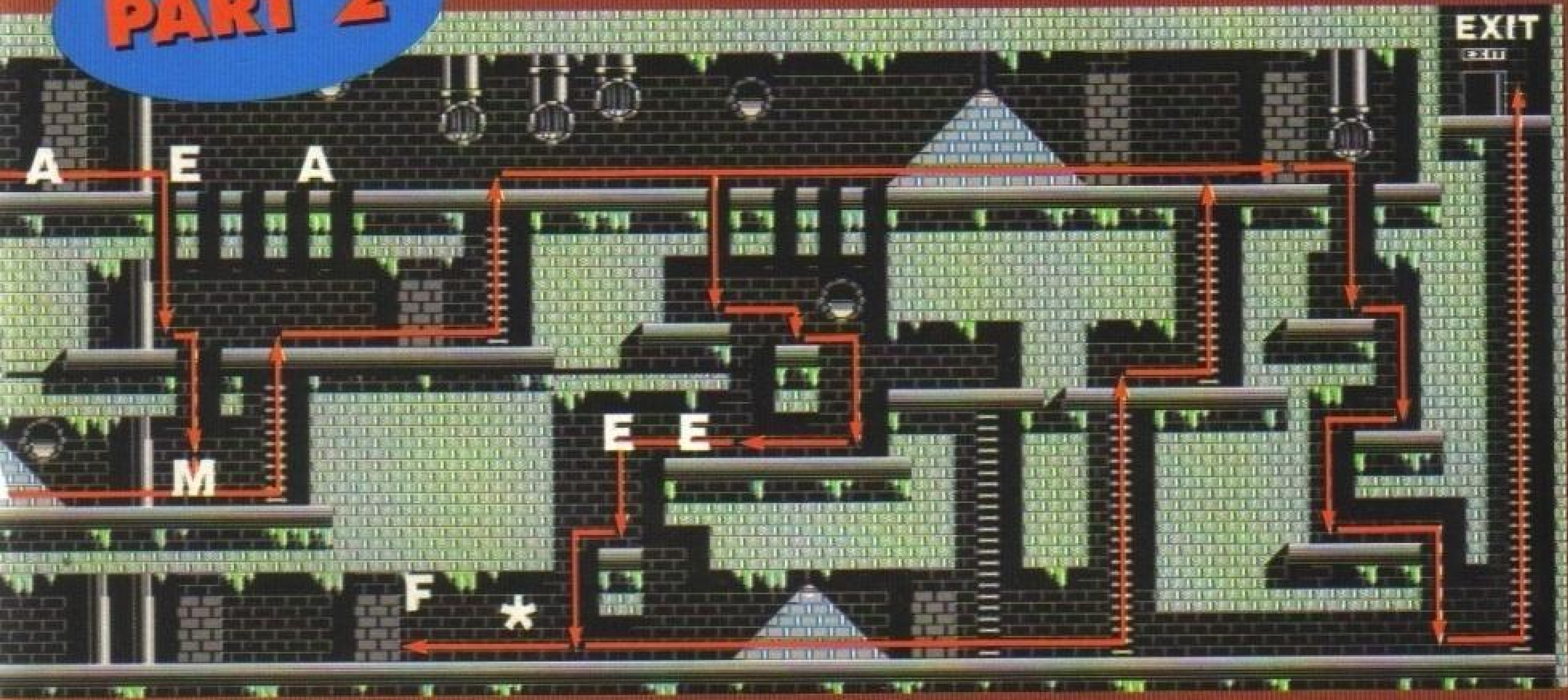
### BIG BOSS BUSTING

To defeat this baddie, stay at the far left of the screen and shoot repeatedly. He will occasionally throw fire at you - jumping these bullets is the only way to avoid them. When he's dead, run right and push up in front of the EXIT door to complete the level.

# PON

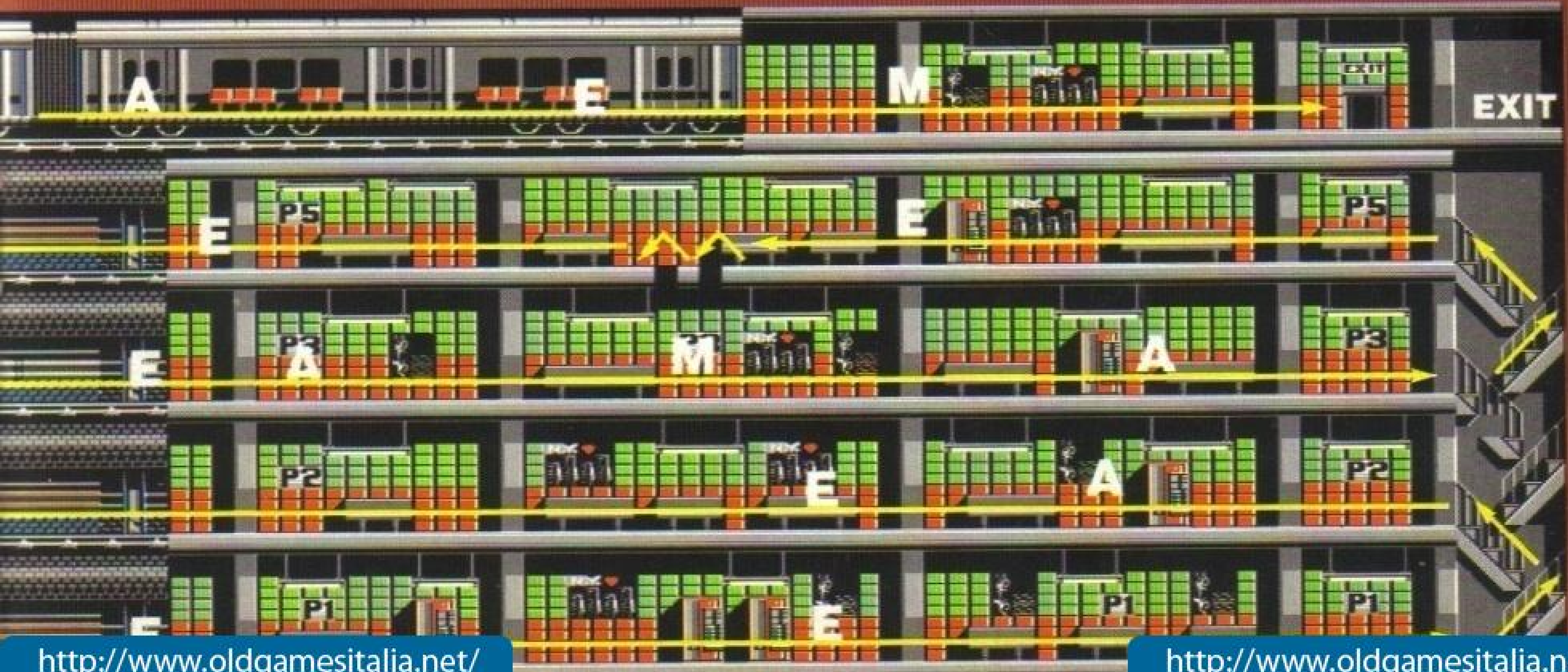
*As they would say on Watchdog, "This game is a potential killer!" In this case the manufacturers planned it that way, though, so you can't get your money back. What you can do is turn to Andy's life-saving solution. There's a map key on the next page.*

## PART 2



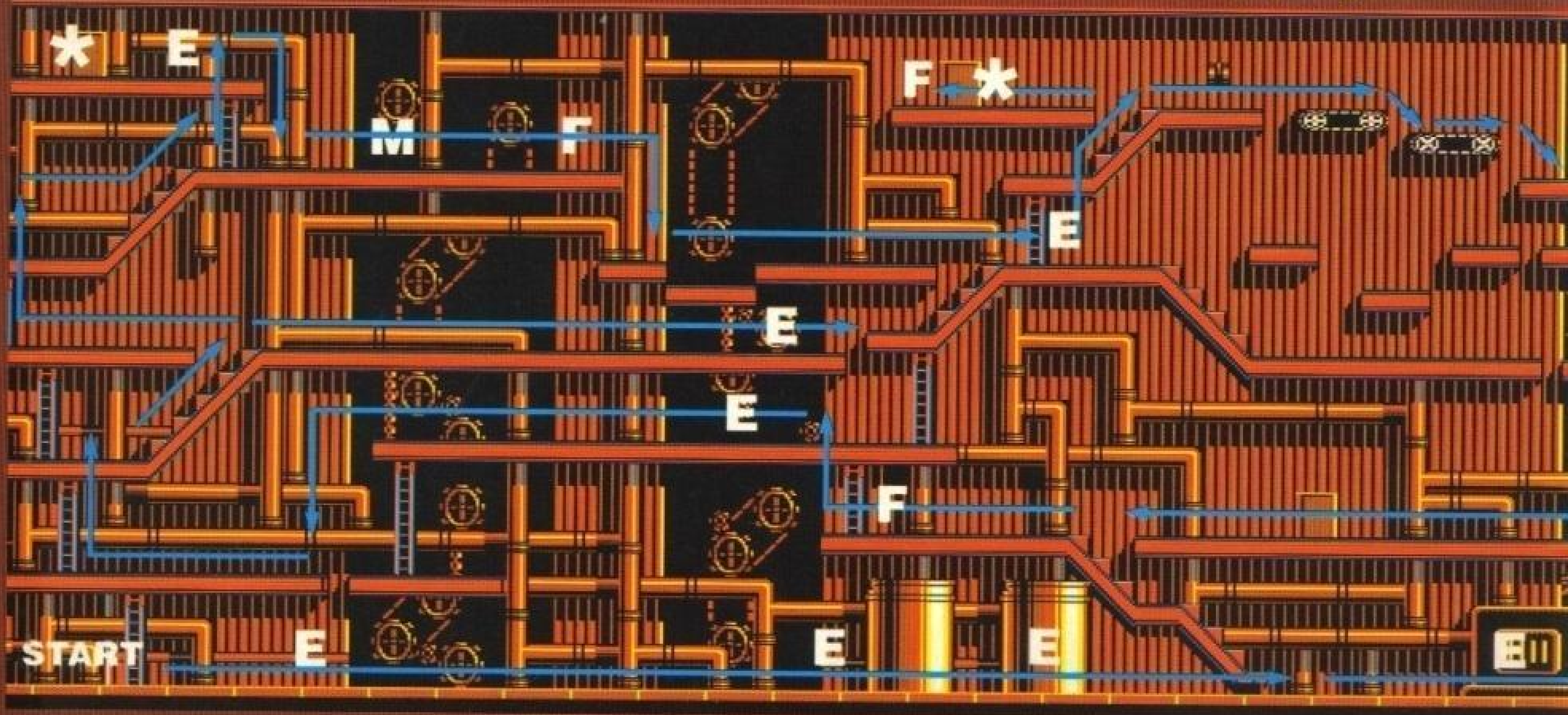
## LEVEL 2.2

FROM THE START: Shoot the bazooka bloke to the left • shoot terrorist to the right • go right • shoot terrorist and ninja • continue right • shoot bazooka bloke • jump over gaps • collect ENERGY • right • get ENERGY and shoot terrorist • shoot ninja • go right • shoot ninja • right • shoot terrorist • right • shoot terrorist • collect ENERGY • go right • shoot terrorist and ninja • continue right • shoot ninja • right • shoot ninja and get ENERGY • shoot ninja • go right • shoot ninja and terrorist • right • shoot ninja • head up the steps • go left • get AMMO and shoot terrorist • left • shoot terrorist and collect ENERGY • go left • shoot terrorist • left • shoot terrorist • continue left • shoot terrorist • left • shoot bazooka bloke • go left • shoot terrorist and collect ENERGY • left • shoot bazooka bloke and terrorist • go left • up ladder • shoot terrorist to the left • shoot bazooka bloke and terrorist to the right • go right • shoot bazooka bloke and terrorist • right • collect ENERGY and AMMO • shoot terrorist • go right • shoot terrorist • right • shoot terrorist and collect EVIDENCE • right • shoot terrorist • right • shoot terrorist • right • shoot terrorist and get AMMO • head right up the steps • shoot terrorist • go left • shoot terrorist • left • shoot terrorist and bazooka bloke • collect ENERGY • go left • jump over gaps and shoot terrorist • left • shoot terrorist and bazooka bloke • left • collect ENERGY • left • shoot terrorist and collect EVIDENCE • left • shoot terrorist • left • shoot terrorist • left • get AMMO • left • shoot terrorist and bazooka bloke • collect ENERGY • left • jump over gaps and shoot terrorist • left up the steps • shoot terrorist and collect ENERGY • right • shoot terrorist • right • shoot terrorist • right • get ENERGY and shoot terrorist • right • shoot terrorist • right • shoot terrorist • right • collect AMMO and shoot terrorist • right • get ENERGY • right • collect EVIDENCE the go right to confront the second Boss Villain.



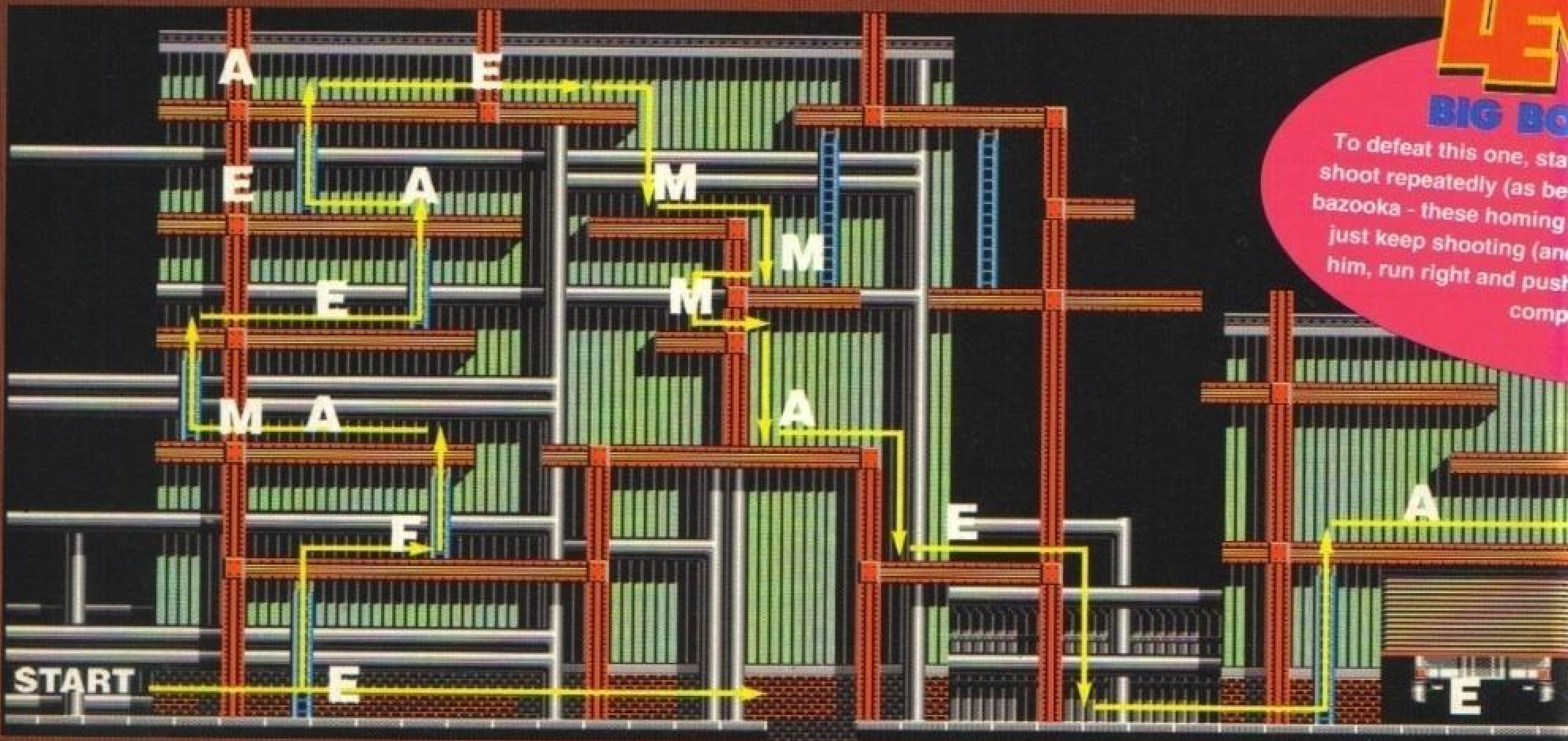
# LEVEL 3.1

**FROM THE START:** Go right • collect ENERGY • right • shoot terrorist • right • get ENERGY and shoot terrorist • right • collect ENERGY and shoot terrorist • right • shoot terrorist • go right • get ENERGY • right • shoot terrorist • go right • shoot terrorist • right • collect ENERGY and shoot terrorist • continue right • shoot terrorist • right • shoot bazooka bloke and get ENERGY • right • shoot terrorist • right • shoot terrorist • go right • shoot terrorist • head back left • up the steps • collect FIRE-POWER • right up the steps • shoot purple thug and terrorist • right • shoot yellow thug and terrorist • go up steps • shoot terrorist • left • shoot bazooka bloke • jump over gap and go left • shoot yellow thug • left • down steps • shoot terrorist • go left • up steps to the left • shoot terrorist • left • drop down • shoot terrorists to the right • go left • shoot terrorists • left • shoot terrorists opposite • go left • collect FIRE-POWER • up ladder • left • shoot terrorist and collect ENERGY • left • shoot terrorist • go left • drop down • shoot purple thug • shoot terrorist and purple thug to the left •



# LEVEL 3.2

**FROM THE START:** Collect ENERGY • shoot terrorist • get FIRE-POWER • go left • up ladder • shoot bazooka bloke and terrorist • get FIRE-POWER • up ladder • shoot bazooka bloke and terrorist • get AMMO and EVIDENCE • go left • up ladder • shoot terrorists • get ENERGY • up ladder • shoot bazooka bloke and terrorist • get AMMO and ENERGY • up ladder • shoot terrorists • get AMMO and ENERGY • right • drop down and collect EVIDENCE • right • drop down • get EVIDENCE • shoot bazooka bloke opposite • drop down left • collect EVIDENCE • drop down right • shoot terrorist and bazooka bloke • get AMMO • right • drop down • get energy • go right • drop down • shoot terrorists • right • shoot terrorist and collect ENERGY • up ladder • shoot terrorists • collect AMMO • right • shoot terrorist and get ENERGY • right • shoot terrorist and collect EVIDENCE • right • shoot terrorist and get AMMO • right •



LE

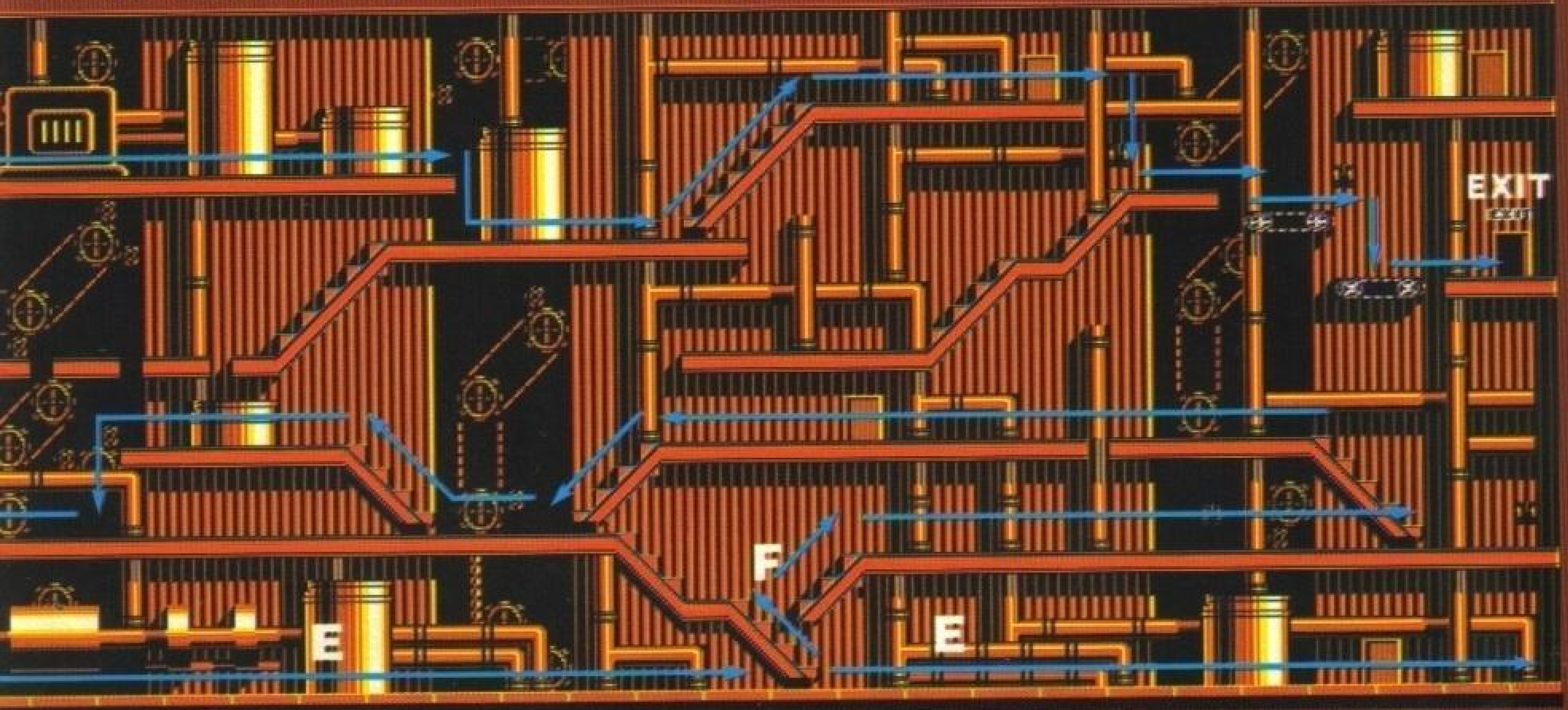
BIG BO

To defeat this one, sta
shoot repeatedly (as be
bazooka - these homing
just keep shooting (an
him, run right and push
comp

jump over gap • left • shoot terrorist • up ladder • shoot purple thug • shoot bazooka bloke • up steps • shoot terrorist to the left • shoot bazooka bloke and terrorist to the right • right • shoot terrorist and collect ENERGY • back to the left • up the ladder to the far left • shoot yellow thug • up steps • up ladder • shoot terrorist and collect ENERGY • drop down • collect EVIDENCE • right • shoot terrorist • right • get FIRE-POWER • down • shoot yellow thug and terrorist to right • right • shoot terrorist opposite • get ENERGY • up ladder • up steps • get FIRE-POWER • shoot purple thug to right • right and get on conveyor belt • right • shoot bazooka bloke and terrorist • right • down and shoot bazooka bloke and terrorist • right • up steps • right • shoot terrorist • drop down • right on conveyor belt and push up in front of the EXIT door to complete the level.

### KEY

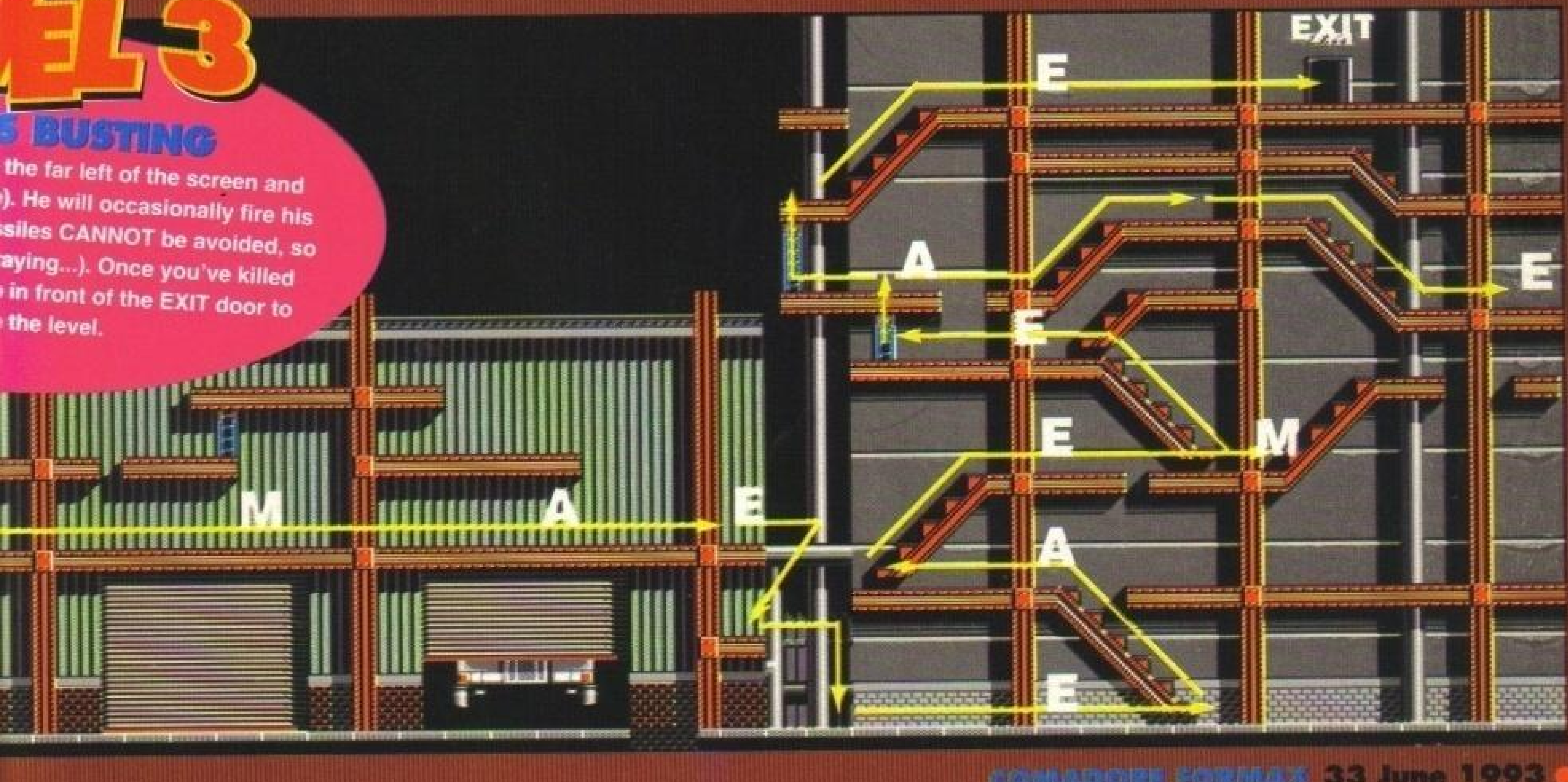
**F** FIREPOWER
**E** ENERGY
**A** AMMO
**M** EVIDENCE (MAGNIFYING GLASS)
***** SECRET ROOM (DISK ONLY)



shoot terrorist • get ENERGY • drop down and shoot purple thug • drop down and shoot terrorist • go right • shoot terrorist • go right • get ENERGY and shoot terrorist • up steps • shoot terrorists to the right • shoot purple thug to the left • left • up steps • shoot purple thug and collect ENERGY • jump over gap • get EVIDENCE • up steps to the right • shoot purple thug • up steps to the left • get ENERGY • shoot purple thug to right • go left • up ladder • get AMMO • jump right over gap • up steps • shoot terrorist • right • down steps • go right • collect ENERGY • back left up the steps • left • down steps • jump left over gap • up ladder • up steps • shoot purple thug to the left • go right to meet the third Boss Villain.

### NEXT MONTH

Even more juicy tips next issue, when we tackle the murderous level four and the virtually impossible level five. Be here for *Lethal Weapon Part Three – The Final Solution (and not a sign of a Patsy Kensit pin-up, worse luck – Ollie).*



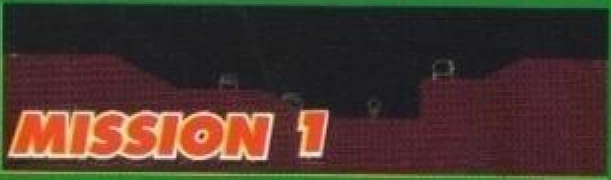
## EL 3

### S BUSTING

the far left of the screen and ). He will occasionally fire his ssiles CANNOT be avoided, so aying...). Once you've killed in front of the EXIT door to the level.

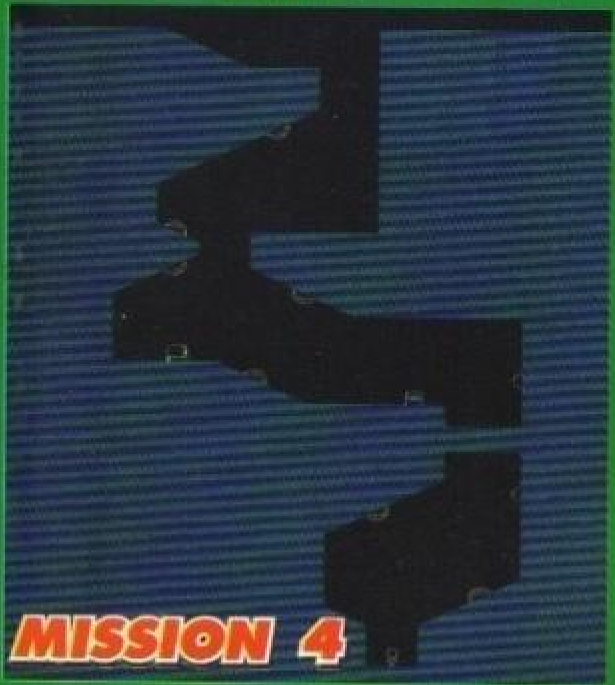
# THRUST

**(Right, this is a 'gravity of the situation' joke-free zone – Ed). *Er, here are some tips, then.***



## MISSION 1

This one is an absolute doddle (the demonstration mode even shows you how to complete it!). However, it's an ideal opportunity to practise your thrusting skills (*I'm not going to say a word – Ed*), but make sure you destroy the gun straight away - it's deadly accurate. In particular, try to master shooting objects once the pod has been collected (especially the generator). In short, shoot the gun, grab the fuel, snatch the pod, then blast the generator and scarper.

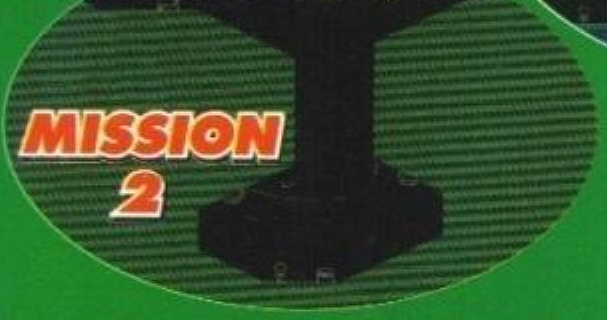


## MISSION 4

This level's much the same as the previous one, apart from the introduction of automatic doors. Sink slowly down the main shaft with your ship pointing left. Blast the first gun that comes into sight, then move left and destroy the one below it. Now, facing upwards, drop through the narrow gap and blast the guns on either side of your ship. Spin around and shoot the gun below, then fly right and collect the extra fuel. Shoot the small dome on the right-hand wall to open the door below, descend into the cavern and blast the two guns. Now collect the pod and, if the door has closed, shoot the small dome on the wall to open the door again. Getting out is quite straightforward (but only attempt to destroy the generator if you reckon your flying skills are up to scratch).

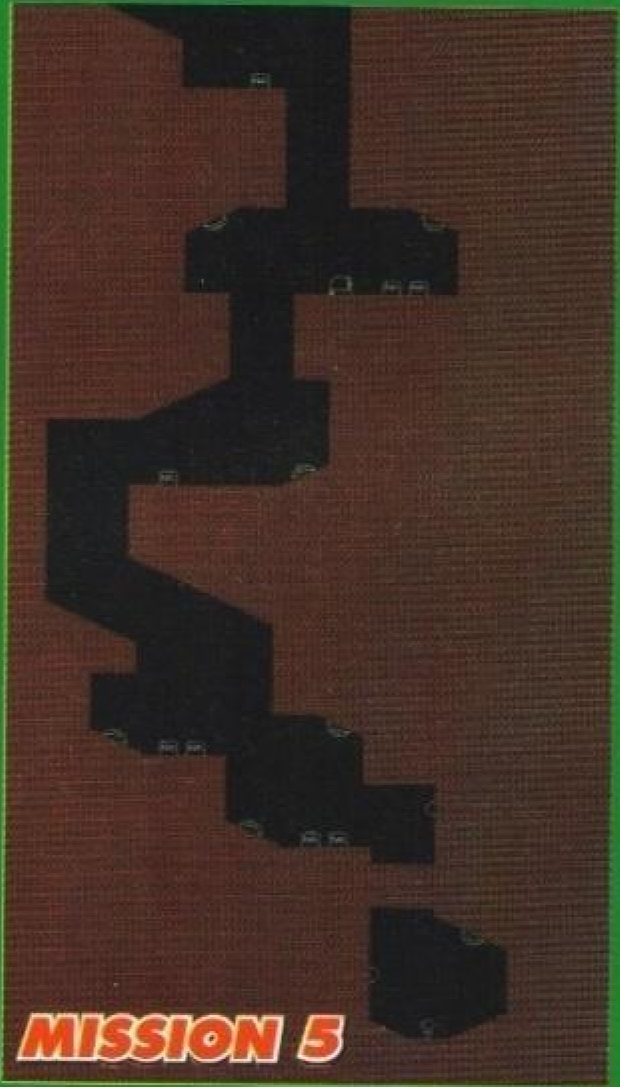
### EVER ONWARDS...

Complete the first six missions, and you start at the beginning again... but this time the gravity is reversed, so remember that when you collect the pod your ship will zoom upwards . Complete those six missions and you start at the beginning again... but this time the landscape is invisible (and only appears when you activate your shield). Tough life, isn't it?



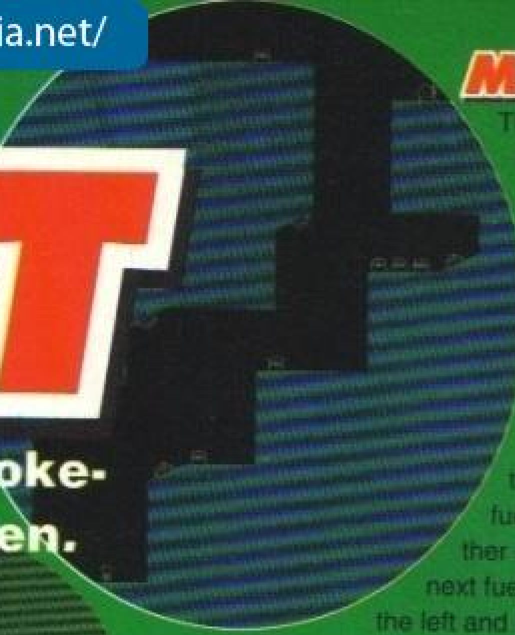
## MISSION 2

Facing upwards, sink slowly into the cavern. Once inside rotate your ship and destroy the two gun turrets. Grab the fuel, then move towards the pod and collect it. The 'swing' of the pod needs to be minimal, or you'll never get through the narrow tunnel alive. Carefully blast the generator on the way up, then zoom skywards to finish the level.



## MISSION 5

Very tough. Collect the extra fuel, then fall down the shaft and stop just above the generator – blast the guns on either side. Collect the two extra fuel pods, then drop down the next tunnel and shoot the gun below you. Grab the fuel, then follow the tunnel down to the hardest part of the mission. Shoot the gun to your left first, then the gun on the wall to the right. Now fly right and shoot the gun lower down, then fly back and grab the four extra fuel pods (do NOT stop to get the fuel before destroying the guns – you'll die). Shoot the switch on the right-hand wall to open the door, drop down into the cavern below, then shoot the gun and grab the pod. Again, shoot at the switch if the door has closed, then make your way back to the surface. The generator is situated near to the exit, so there's no excuse for not destroying it.

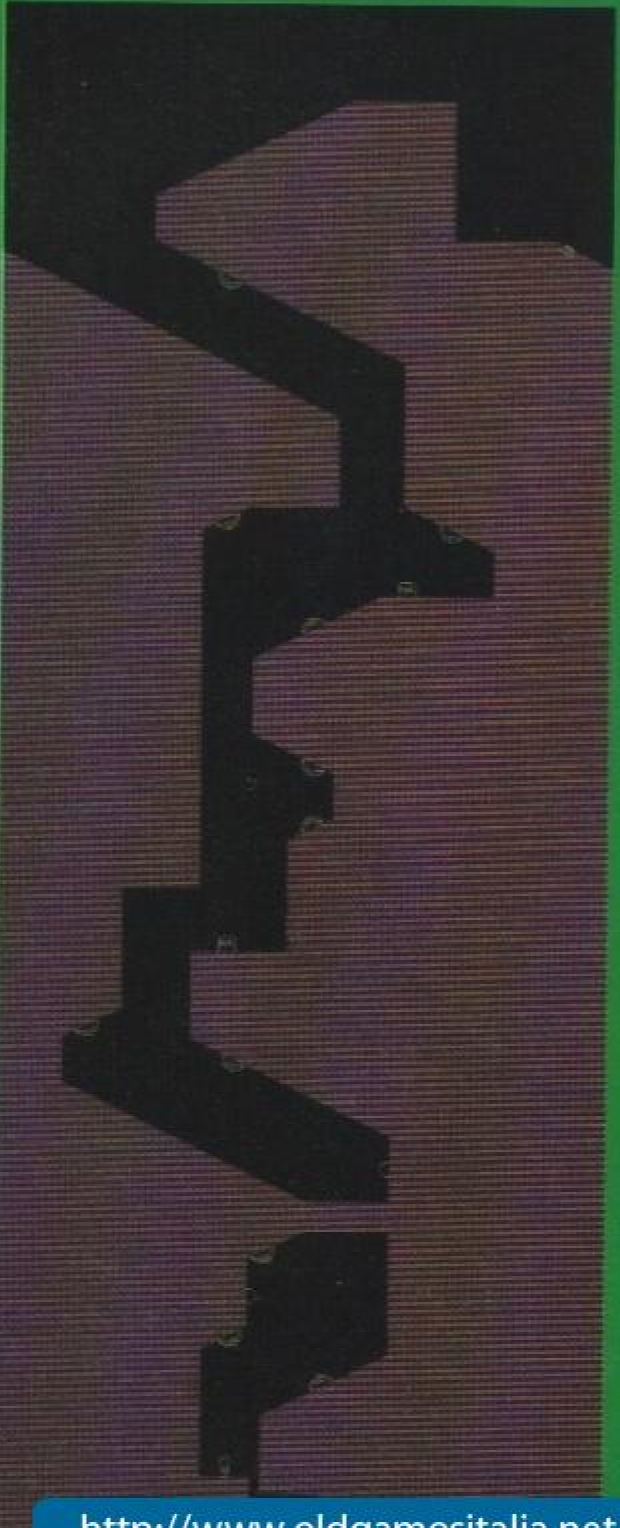


## MISSION 3

Things get trickier now. First grab the fuel, then sink slowly down the first shaft. Rotate left and destroy the gun on the left-hand side, then hover above the fuel and shoot the gun to the right – be careful not to destroy the fuel. Grab all three fuel pods, then sink further down and collect the next fuel pod. Edge slowly to the left and shoot the next gun, then drop down to the next fuel pod and blast the guns above and below you. Collect the fuel, then nip down and collect the pod. The hard part is getting out again – take it very, very slowly! Oh, and don't forget to blast the generator on your way out.

## MISSION 6

Negotiate the diagonal tunnel, destroying the gun as you go. Drop down the vertical section and blast the three guns in this order; right, top-left, bottom-left. Grab the fuel, then drop down the next part. The two guns are awkwardly placed, so take care when shooting at them. Move down and collect the next fuel pod, then sink down and shoot the guns on either side. Hit the dome to open the door, drop down into the cavern below, and shoot the gun to your left. When safe to do so, move down and destroy the other two guns, then grab the pod. It is possible to shoot the generator through the tiny gap. However, it's impossible to escape in 10 seconds... so don't even try it.



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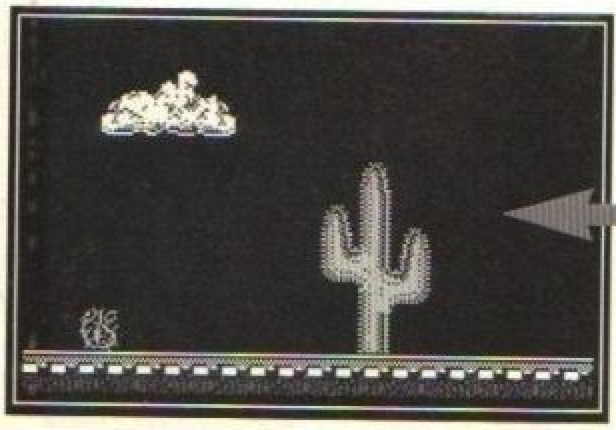
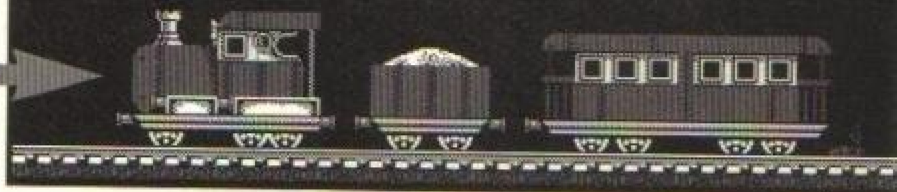
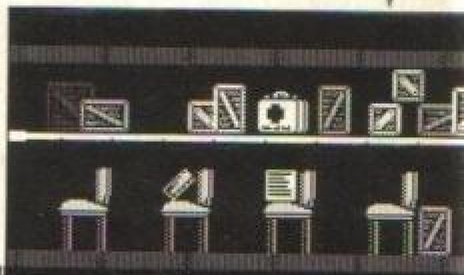
# WILD WEST

***Way out west in times gone by, there lived a crook called El Bandito. But along came Seymour, a huge blob of lard, and he sorted him out... Here's part two of 'um heap big solution' by Andy Roberts.***

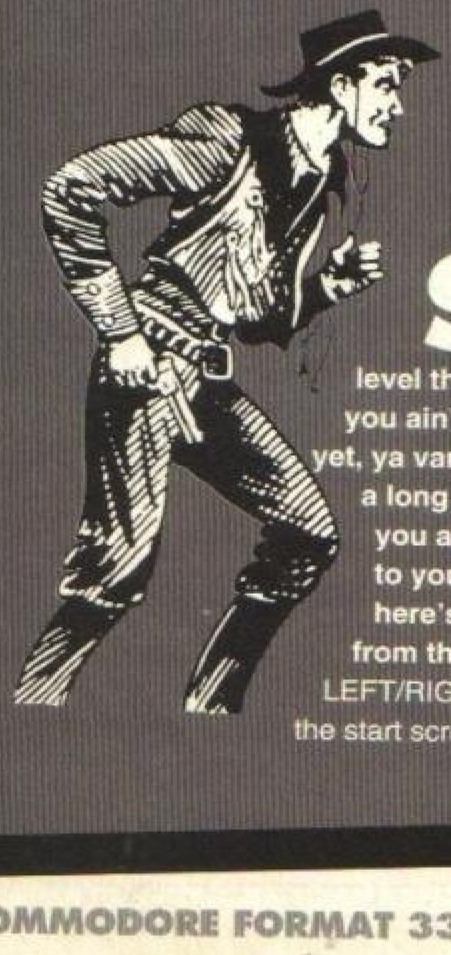
**Howdy folks! Six shooters at the ready? Right, then, pardners, let's mosey on down and check out Level Three. From the start:** Jump LEFT/RIGHT to leave the start screen • go LEFT to leave the train • jump on to the coal wagon and get COAL • drop coal in engine (stand above back wheel) • LEFT • LEFT • LEFT • LEFT • LEFT • LEFT • get TUMBLEWEED • RIGHT • RIGHT • RIGHT • RIGHT • RIGHT • RIGHT • drop tumbleweed in engine • RIGHT • enter train (from either end) • get HARMONICA • stand on top of seat underneath the FIRST AID BOX • get ELASTOPLAST • get SCISSORS • go LEFT to leave the train • jump on to coal wagon • jump RIGHT on to train roof • jump RIGHT on to cliff ledge • go RIGHT • UP • RIGHT • drop harmonica to hypnotise the snake (*er, I don't quite follow the logic of that one – Ed*) • get PICKAXE • RIGHT • DOWN • LEFT • drop all objects and pick up the PICKAXE, SCISSORS and ELASTOPLAST in that order • LEFT • stand at the end of the passage and drop the pickaxe • fall DOWN • fall DOWN • LEFT • talk to HAM POLO • give him the scissors and collect the ORE DETECTOR • RIGHT • talk to the GAME GENIE until he teleports you • RIGHT • DOWN • RIGHT • walk RIGHT and drop the pickaxe when the speech bubble appears (just to the right of the crates) • drop the ore detector • get GOLD NUGGET • go LEFT • jump on to mine cart • jump UP and LEFT into the screen above • LEFT • give NUGGET to the old geezer • pick up the BUCKET • now jiggle your inventory until the bucket is





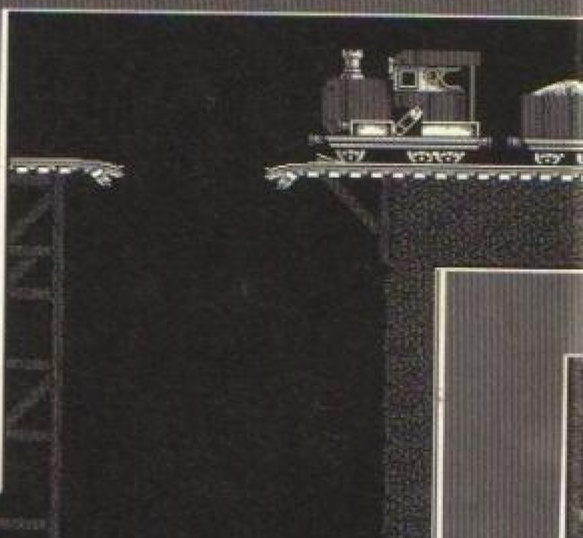


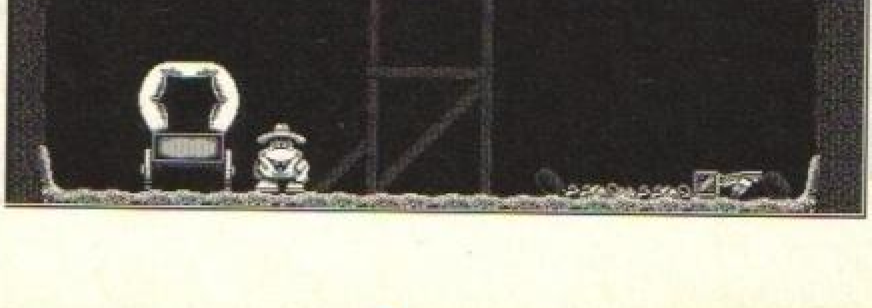
**DID YOU KNOW...**
**...that John Wayne's real name was Marion Morrison? Sad really, isn't it?**



## LEVEL 4

**So, ya made it through level three? Well you ain't finished yet, ya varmint, not by a long bull's horn you ain't. Hold on to your horses, here's level four from the start:** Jump LEFT/RIGHT to leave the start screen • LEFT • fall DOWN • fall DOWN • get CRATE OF WHISKY • LEFT • talk to AL ENGELS to be carted off to the reservation • RIGHT • talk to depressed INDIAN • RIGHT • DOWN • RIGHT • drop whisky in middle wigwam • enter the wigwam to the far right • get WATER WINGS • LEFT • UP • LEFT • LEFT • talk to AL ENGELS (he'll blow up the water wings) • examine grave • get PEACE PIPE • RIGHT • RIGHT • DOWN • RIGHT • drop

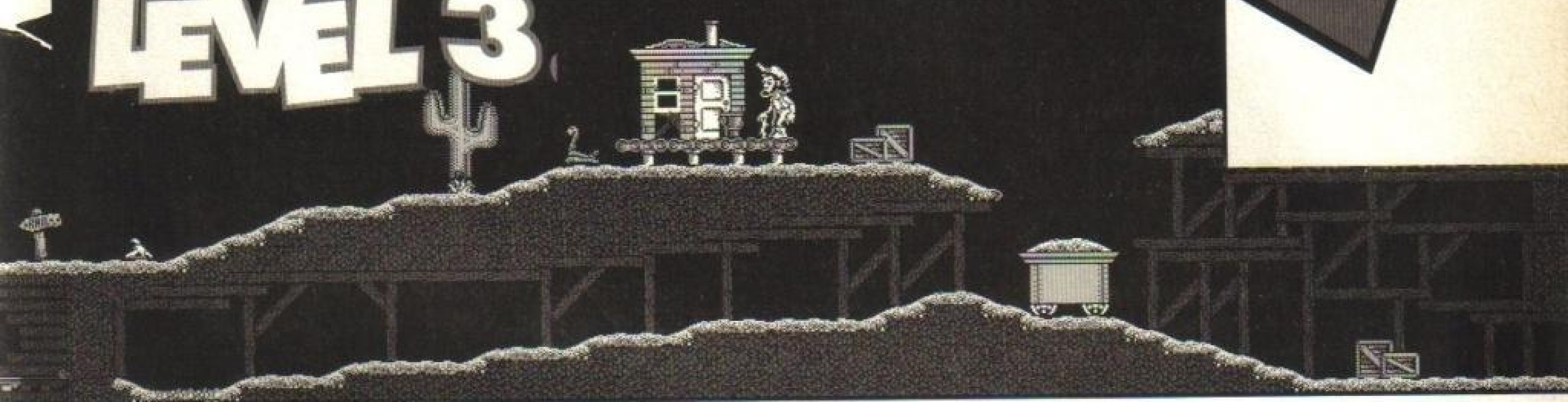


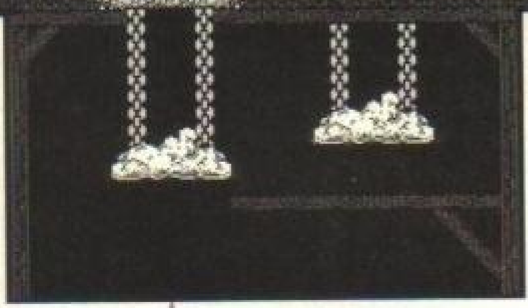


# SEYMOUR THE SOLUTION

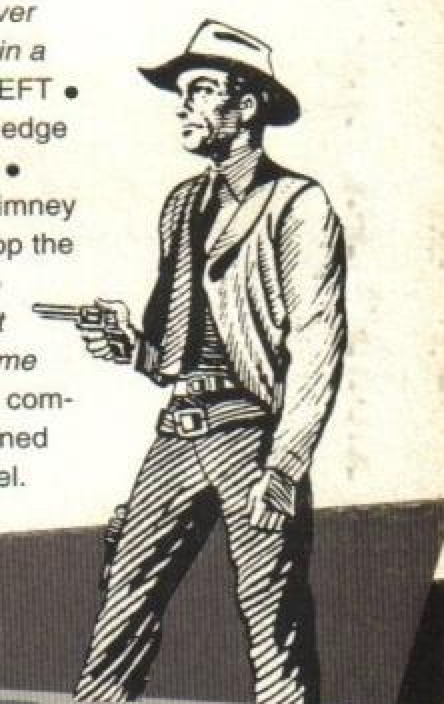
## PART TWO

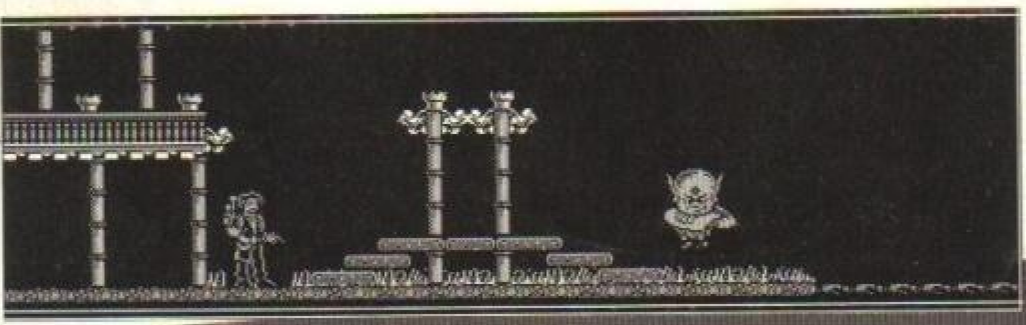
## LEVEL 3

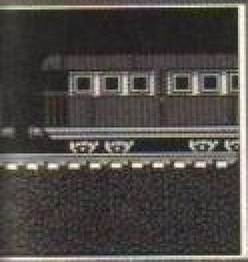




repaired with the elastoplast • RIGHT • DOWN • LEFT • LEFT • make sure that the bucket is at the FAR RIGHT of your inventory • fall DOWN • fall DOWN • stand at edge of the lake and drop the bucket to fill it • talk to the GAME GENIE to teleport (*I never saw anything like that happen in a Sergio Leone film – Dave*) • LEFT • DOWN • LEFT • drop off the ledge • get SMOULDERING CIGAR • LEFT • stand by the train's chimney and drop the bucket • then drop the cigar into the engine (*don't do this at home kids – Ed*) to complete the darned doggone level.







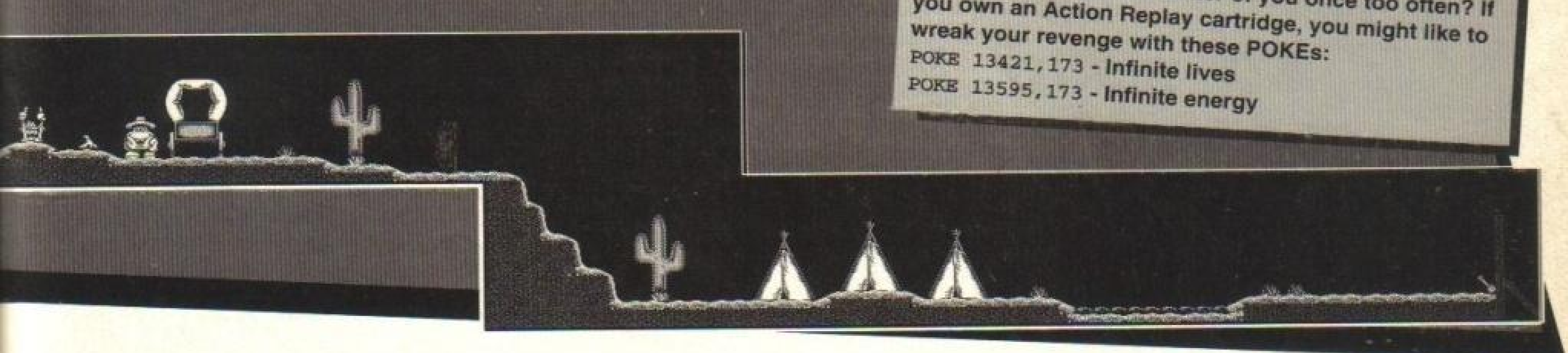
pipe in the middle wigwam • RIGHT • RIGHT • get SHOVEL • LEFT • LEFT • LEFT • UP • LEFT • LEFT • drop the water wings • use the shovel on the grave • get ANIMAL SKIN • get WATER WINGS • RIGHT • RIGHT • DOWN • RIGHT • RIGHT • RIGHT • drop the animal skin • LEFT • RIGHT • pick up CROPS • LEFT • LEFT • drop the water wings • drop crops in the middle wigwam to complete the game! (*What, no climactic shoot-out? What a swiz! – Ollie.*)

## DIRTY ROTTEN CHEATS

**Has El Bandito got the better of you once too often? If you own an Action Replay cartridge, you might like to wreak your revenge with these POKEs:**

`POKE 13421,173` **- Infinite lives**

`POKE 13595,173` **- Infinite energy**



# SOS

## SAVE OUR SPRITES

***If you're in a mayday situation Andy's here to answer you distress flares (which have nothing to do with Trent's dress sense).***

### ACTION FORCE Virgin

Bobby Shek and Gregory Keen wanted it. Warren Pilkington had it. Now I'm printing it. What is it? A listing that allows you to choose between infinite fuel, infinite ammunition and infinite hits on *Action Force*, that's what.

```
0 REM ACTION FORCE CHEAT BY WAZ
1 FOR X=288 TO 335:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5852 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE FUEL Y/N";A$:IF A$="N"
THEN POKE 310,206
4 INPUT "INFINITE AMMO Y/N";B$:IF B$="N"
THEN POKE 318,1
5 INPUT "INFINITE HITS Y/N";C$
6 IF C$="N" THEN FOR X=322 TO 332:POKE
X,234:NEXT
7 POKE 157,128:SYS 288
10 DATA 032,086,245,169,076,141,096,003
11 DATA 169,053,141,097,003,169,001,141
12 DATA 098,003,076,081,003,169,173,141
13 DATA 128,144,141,144,144,169,000,141
14 DATA 062,167,169,234,141,208,144,141
15 DATA 209,144,141,210,144,108,253,000
```

### DEMON BLUE Microvalue

Andrew Smith and Joel Malone should find this listing for infinite energy listing priceless (or worth the price of a stamp at least).

```
0 REM DEMON BLUE CHEAT BY WAZ
1 FOR X=517 TO 568:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5208 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,029,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 169,032,141,222,003,169,048,141
14 DATA 223,003,169,002,141,224,003,032
15 DATA 069,003,096,169,173,141,074,021
16 DATA 206,032,208,096
```

**"Oh, I woke up this mornin'..." That's sounds like the *Demon Blues* to me, man!**

### THUNDERCATS Elite/Encore

Hands up everyone who used to watch this cartoon early on Saturday mornings? (*Not me – Ho! That's blown it! – Ed*). Hands up everyone who rushed out and bought the game, but failed miserably to make any progress? Right Richard Beckett, Gary Jones, Jamie Herkes and William Hyland, you can put yer mitts down now 'cause here are a couple of handy POKEs.

POKE 35088,173 - Infinite lives
POKE 15293,173 - Infinite time

### GEMINI WING Tronix

Peter Jardine has no shame and admits he's hopeless at this pretty hopeless shoot-'em-up, so here are the level codes in all their glory.

Level 2 - COKECANS Level 3 - MR.WIMPY
Level 4 - CLASSICS Level 5 - WHIZZKID
Level 6 - GUNSHOTS Level 7 - GOODGUYZ
Level 8 - D.GIBSON

### CATABALL Hit Pak Trio

Here's a listing for Tom Rans, who wrote in for an infinite lives cheat. This POKE goes one better, enabling you to specify the amount of balloons required to finish a level. Smaaart.

```
0 REM CATABALL CHEAT BY WAZ
1 FOR X=528 TO 580:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5814 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 570,198 -
4 INPUT "BALLOONS TO WIN LEVEL":B:IF B<1
OR B>10 THEN 4
5 POKE 575,B:POKE 157,128:SYS 528
10 DATA 032,104,225,169,032,141,243,003
11 DATA 169,002,141,244,003,076,013,008
12 DATA 169,032,141,063,003,169,050,141
13 DATA 064,003,169,002,141,065,003,076
14 DATA 132,255,072,238,032,208,206,032
15 DATA 208,169,165,141,158,097,169,010
16 DATA 141,191,094,104,096
```

MYTH
STORY IN THE MAKI

**May I leave the room?**

### MYTH

System 3/Kixx

Michael Sharkey is having problems with the Hydra, so here's what you need to do. When you first enter the underground temple, have your shield at the ready. Make your way to the right, then stop when the Medusa comes into sight. When she fires at you, press the Fire button to deflect her shots. Still holding Fire, select the sword but don't activate it yet. When Medusa looks away from you, leap across the gap, press Space to select your sword and quickly slice off her head. A few Harpies might get in your way – kick these to dispose of them. Collect and select the Medusa's head and go right towards the awesome Hydra. Shoot the top head first, then the centre head and finally the bottom head (using Medusa's head as a weapon is the ONLY way to kill the Hydra).

### FORGOTTEN WORLDS

US Gold/Kixx

Kevin Davies and Thomas Flynne are having trouble with *Forgotten Worlds*. Not any more thanks to this infinite lives listing:

```
0 REM FORGOTTEN CHEAT BY M PUGH
1 FOR X=53194 TO 53226:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3944 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 53194
4 DATA 032,104,225,169,247,141,194,008
5 DATA 076,016,008,032,213,255,169,227
6 DATA 141,142,016,169,207,141,143,016
7 DATA 096,169,181,141,174,012,076,000
8 DATA 004
```

### WE CAN SAVE YOUR LIVES, WHOLESALE!

**Keep getting killed? Can't get past that guardian? Want to know where the bonuses are? Then Andy's the lifeguard who can help you out. Jot down the game you're stuck on, the name of the publisher, the type of cheat you'd prefer plus your name and address and send the whole kit'n'caboodle to SOS, Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

# LISTOMANIA POKERAMA

**Like, wow, man! Loads of numbers and they – like, hey! – go together and give you infinite lives and things like that! Spooky!**

## TURBO THE TORTOISE

**CodeMasters**

If you feel the need to cheat on this game, you need your head examining. Honestly, it's soooo easy. If you'd like to finish the game blindfold, try the following listing POKE for infinite lives, energy and ammunition.

```
0 REM TURBO CHEAT BY WAZ
1 FOR X=272 TO 306:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4038 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 297,255
4 INPUT "INFINITE ENERGY Y/N";B$:IF
B$="N" THEN POKE 292,202
5 INPUT "INFINITE AMMO Y/N";C$:IF C$'"N"
THEN POKE 302,1
6 POKE 157,128:SYS 272
10 DATA 032,086,245,169,032,141,090,003
11 DATA 169,001,141,092,003,076,167,002
12 DATA 238,032,208,169,234,141,099,159
13 DATA 169,000,141,134,159,169,000,141
14 DATA 148,152,096
```

## SPAGHETTI WESTERN SIMULATOR

**Zeppelin**

If the game with no name (*er, except* Spaghetti Western Simulator, *that is – Ed*) is giving you a hard time, draw your cassette and pop it into your trusty C2N, then type in this listing and RUN it - you'll have a fistful of infinite lives that'll see you through the good the bad and the ugly. Oooo-eee-ooo-eee-ooo woow wow wow.

```
0 REM SPAGHETTI CHEAT BY WAZ
1 FOR X=272 TO 322:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5455 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 272
10 DATA 032,086,245,169,032,141,188,003
11 DATA 169,001,141,189,003,076,167,002
12 DATA 169,048,141,177,193,169,001,141
13 DATA 178,193,076,000,193,087,065,090
14 DATA 169,000,141,043,013,141,206,013
15 DATA 169,234,141,158,042,141,159,042
16 DATA 076,000,002
```

## STRYKER IN THE CRYPTS OF TROGAN

**CodeMasters**

Not one of the Codies' better arcade adventures it has to be admitted, but not one of their easiest either. (*Did you know that it was originally going to be called* Imperial Wizard *but for some curious, never explained reason it was changed at the last minute to the rather less snappy title it's got now? – Interesting Fact Ed.*) Fear not, here's good old WAZ with a handy listing for lots and lots (and lots – are you getting the picture?) of lives.

```
0 REM STRYKER CHEAT BY WAZ
1 FOR X=272 TO 311:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3763 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 272
4 DATA 032,086,245,169,032,141,242,002
5 DATA 169,001,141,243,002,076,209,002
6 DATA 169,045,141,072,004,169,001,141
7 DATA 073,004,076,000,004,169,000,141
8 DATA 109,100,141,201,123,076,012,020
```

## POWER PACK

**And on the set of *Jurassic Park* things were not going according to plan...**

## MONSTER MASH

*SEUCK* gaming at its best – and its most difficult. For infinite lives, type in the following listing, SAVE it and then RUN it.

```
0 REM MONSTER MASH CHEAT BY M PUGH
1 FOR X=517 TO 574:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5686 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,051,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,238,032
16 DATA 208,169,173,141,006,067,141,022
17 DATA 070,096
```

## SUBTERRANEA

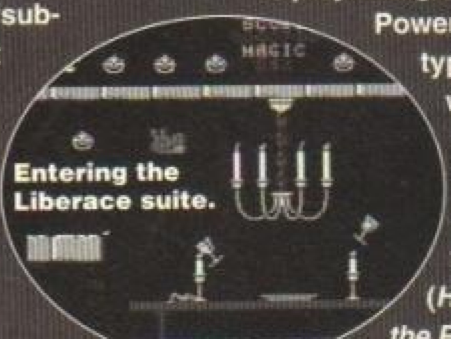
Any Latin teachers out there will know that 'subterranea' translates as 'frustratingly difficult budget shoot-'em-up'. No problem – here's a listing for infinite lives and shields.

**The ultimate London Underground sim.**

```
0 REM
SUBTERRANEA CHEAT BY
M PUGH
1 FOR X=516 TO
543:READ
Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3228 THEN
PRINT "DATA
ERROR":END
3 INPUT"INFINITE LIVES
Y/N";A$:IF A$="Y" THEN POKE 533,141
4 INPUT"INFINITE SHIELDS Y/N";B$:IF B$="Y"
THEN POKE 538,141
5 POKE 157,128:SYS 516
6 DATA 032,086,245,169,019,141,207,003
7 DATA 206,208,003,096,072,077,080,169
8 DATA 173,173,140,025,169,000,173,228
9 DATA 025,076,230,003
```

## CAULDRON 2

If you don't possess the knack, to play this game on our Power Pack, type in this listing without any shame, for infinite lives to finish the game. (*He's ODed on the Pam Ayres again, and it looks like it's a serious case this time – Ed*).



**Entering the Liberace suite.**

```
0 REM CAULDRON
2 CHEAT BY M PUGH
1 FOR X=516 TO 547:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3307 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,
207,003
5 DATA 206,208,003,096,072,077,
080,169
6 DATA 002,141,014,010,076,230,003,234
7 DATA 169,248,141,014,100,076,028,008z
```

# TECHIE TIPS

**Printer problems? Perplexed by programming? Pole-axed by POKEs? Puzzled by... er... other techie things? Jason Finch is the man who can unravel these mysteries and more. Write to him at Techie Tips, Commodore Format, 30 Monmouth Street, Bath BA1 2BW.**

## IT'S ALL DRIED UP!

Dear Inside Info (*make that TECHIE TIPS – Ed*),
Could you point me in the right direction for a re-inking service for MPS801 ribbons. Mine are all dried up and new ones are hard to come by.
*BG Davies, Trowbridge.*

**Most good stationers stock ink bottles that have groovy sponge attachments on the end; all you do is hold the sponge against the ribbon then twiddle the little knob on the ribbon case so that all the ribbon gets covered in ink. The only problem is that you end up with a blotchy ribbon that's getting ever more threadbare. You don't need me to tell you that a low quality blotchy thingy isn't much good.**

**MPS801 ribbons can be bought, or at least ordered, from all good computer stockists. Give Compleat Computing in Rugby a call on ☎ 0788 572309 or write to them at 1 Central Buildings, Railway Terrace, Rugby, Warwickshire CV21 3EL. They should have no qualms about sending you a dozen (unless you refuse to pay for them, of course) but you'll need to enquire about their postal rates. Tell them who sent you if you'd be so kind.**

## HARD TO HANDLE

Dear Inside Info (TECHIE TIPS! – Ed),
I'm writing a game and am stuck on something. I've created a list of objects that the main character is carrying and want to know how to add new items to the list when they're collected.
*Andrew Bourn, Newcastle.*

**You didn't tell me how the list you've already got actually works so I'll just give you a whole program and you can pick the bits you want. Basically you set the maximum number of objects you're going to let the player carry, and then set up an array, which is just like a load of boxes with information in each one.**

```
10 MAX=5:CARRY=0
20 DIM OB$(MAX)
30 INPUT "ENTER AN OBJECT TO ADD";A$
40 IF CARRY=MAX THEN PRINT"CARRYING TOO
MUCH ALREADY":END
50 CARRY=CARRY+1:OB$(CARRY)=A$
60 PRINT "YOU ARE CARRYING:"
70 FOR X=1 TO CARRY
80 PRINT OB$(X)
90 NEXT X:GOTO 30
```

**When you use that little proggy, the variable CARRY will keep track of how many things are being carried. Line 50 adds the next object to the list.**

## THERE'S NO LIMIT

Dear Inside Info (*look it's TECHIE TIPS! – Ed*),
**1** If a sprite has gone up the screen, how do I make it come down again (without a command from the joystick) so that it looks like it's jumping?

**2** In the C64 manual it says that you can only have eight sprites on the screen at once. How do games like *Gauntlet* have so many?
*Peter Davies, Warrington.*

**1 There are a number of ways you can do it. For a simple boing up and down, use the following as a guide. DY means "differencing in the Y direction" and controls how much the position is changed at each jump. For a smoother jump, you could use some complicated maths – the SIN function is useful. Press "J" to make the block "jump".**

```
100 REM SET UP A SPRITE
110 FOR X=0 TO 62
120 POKE 832+X,255
130 NEXT X
140 POKE 53287,1:POKE 2040,13
150 POKE 53269,1:PRINT CHR$(147)
160 :
170 REM SET UP VARIABLES
180 MJ=20:REM MAXIMUM JUMP
190 XS=2: REM X SPEED
200 JS=2: REM JUMP SPEED
210 HT=0: REM SET JUMP HEIGHT
220 X=32: DX=XS: REM FOR X MOVEMENT
   230 Y=228:DY=-JS:REM FOR Y MOVEMENT
      240 :
      250 REM MAIN LOOP
         260 POKE 53248,X:POKE
            53249,Y:REM POSITION SPRITE
              270 X=X+DX:IF X>250 OR
              X<32 THEN DX=-DX:REM
              MOVE ACROSS SCREEN
              280 IF HT>0 THEN GOSUB
             340:GOTO 310:REM MOVE
            SPRITE VERTICALLY DURING
          JUMPING
    290 GET A$:REM SCAN KEYBOARD
 300 IF A$="J" THEN DY=-JS:HT=0:GOSUB
 340:REM SET UP FOR JUMP
310 GOTO 260
320 :
```

## BACK FOR MORE

Dear Inside Info TECHIE TIPS!
Please, please answer this letter as I've written before and I've read your magazine since issue 17. I have a Commodore MPS801 printer and it is vital that I know how to print out my program listings. So please, please, please could you help me as I desperately need printouts of my programs.
*Tom Poyntz-Wright, Taunton.*

**With five pleases in two sentences I couldn't say no. But if you've been reading *CF* since issue 17 you should have seen the letter titled PRINTER HASSLES on page 43 of *CF22* which answered that very question. Enter `OPEN 4,4:CMD 4:LIST` followed by `PRINT#4:CLOSE 4` when it's done its stuff.**

```
330 REM DO JUMPING
340 Y=Y+DY:REM CHANGE VERTICAL POSITION
350 HT=HT-SGN(DY):REM KEEP
TRACK OF ACTUAL HEIGHT
OF JUMP
360 IF HT=MJ THEN
DY=-DY:REM IF HEIGHT
REACHES MAX, START
COMING DOWN
370 RETURN
```

**2** The only limit you have when dealing with sprites is that no more than eight can be displayed in a straight line horizontally across the screen. Other than that, there's no limit (no, no limit, let's reach for the sky). This is because of a piece of machine code called a "raster interrupt" whereby eight sprites can be drawn at the top of the screen and another eight at, say, the bottom of the screen. Effectively, they are the same eight sprites; what's happening is that they're changing their positions so fast they look like they're in two places at once giving the illusion of 16 different sprites. Games like *Gauntlet* don't actually use sprites. Because more than eight would be needed on one line, blocks of characters are used in *Gauntlet* for the ghosts and whatnot.

## COULD IT BE MAGIC?

Dear Inside Info (*it's TECHIE TIPS! – Ed*), Correct me if I'm wrong, but I thought it was normally necessary to change `$D016 (53270)` to scroll in the X direction. I can't find where your scroller program (given in CF28) does this, so could you tell me how it scrolls or does it just do it by magic?
*Darren Crow, Liverpool.*

**How mysterious. Well it's not magic, I can tell you that much. It does, in fact, use the method you mentioned and so I must assume you simply missed the bit in the code that does it. Type in the enhanced version given under CRUNCH BUNCH which uses the same technique again and search for this little snippet:**

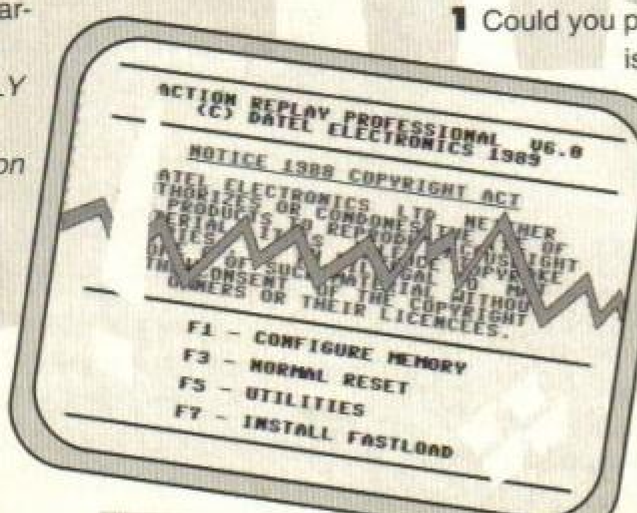
```
> C041  AD 3B C0  LDA $C03B
> C044  09 C0     ORA #$C0
> C046  8D 16 D0  STA $D016
```

Would you trust a Take That fan to answer your techie queries? You have.

## TIME FOR ACTION

Dear Inside Info (*For the last time, it's TECHIE TIPS! – Ed*), HELP! HELP! I think that my Action Replay cartridge is broken. With quite a lot of games, such as *Shadow Warriors*, *Elite* and *Creatures*, my computer crashes when I restart after I've entered the POKEs. WHY? I am extremely worried because I'm worried it'll damage my computer. What's wrong, because I've not dared use my cartridge for ages?
*An EXTREMELY worried and frustrated person in Dunbar.*

**Loads of you have written in with this particular problem, but fear not. Some games don't like you using Action Replay or other cartridges and so they go off in a huff when you try to restart them after freezing. With other games, they are doing so much when you freeze them that AR can't properly recall everything it has to do to restart the game, so it just bottles out. It may help if you try freezing the game somewhere else. And by that I don't mean lug all your computer gear into the bathroom and try it out there - I mean try pressing the button when the game is showing the high score table rather than the title screen, for example. If that doesn't work, then just sit back and feel hard done by, but don't think your AR is broken. I can assure you it'll be okay. Besides, if your cartridge does ever melt or fall prey to some such similar mishap, it shouldn't affect your computer.**



```
ACTION REPLAY PROFESSIONAL  V6.0
  (C) DATEL ELECTRONICS 1989
 NOTICE 1988 COPYRIGHT ACT
ATEL ELECTRONICS LTD NEITHER
THORIZES OR CONDONES THE [illegible] OF
 PRODUCTS TO REPRODUCE [illegible]
[illegible]
 OWNERS OR THEIR LICENCEES.
 F1 - CONFIGURE MEMORY
 F3 - NORMAL RESET
 F5 - UTILITIES
 F7 - INSTALL FASTLOAD
```

Action Replay cartridges are notorious for getting in a huff.

## ADDRESSING THE PROBLEM

Dear Inside Info (*Hello? Are you listening? It's TECHIE TIPS! That's TECHIE TIPS, okay? – Ed*),

**1** Could you please tell me what the address is of the high resolution screen on the C64?

**2** What is the address of the character set?

**3** In *CF*28, Gareth Morris asked if there was any way to stop the loading message from appearing. I have found another solution to his problem. When you're saving your program, give the following command: `SAVE CHR$(147)+"FILENAME"`. Then, when you load it back, the computer will clear the screen when it finds the program.
*Paul Maidment, Scotland.*

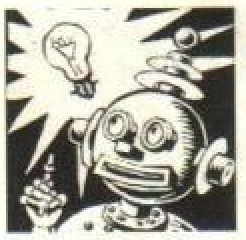
**1 Most people bung their high resolution screens low down in memory at `8192` (`$2000` in hex). To display it you have to enter:**

```
POKE 53265,PEEK(53265)
OR32:POKE 53272,(PEEK
(53272)AND240)OR8.
```

**The top left square comprises the information in locations `8192-8199`, the second square on the top line from information in `8200-8207` and so on from left to right, top to bottom; the bottom right square is `16184-16191`.**

**2 This, too, can vary a great deal but the standard place to put new character sets is `12288` (`$3000` in hex). To switch to those new characters enter `POKE 53272,(PEEK (53270)AND240)OR12`.**

**3 That will certainly clear the screen as you say, but the `'LOADING'` message will still appear once you press the Space bar or Commodore key.**



## CRUNCH BUNCH

Dear Techie Tips (*Yes! Yes! The message has finally got through, so no more of this Techie T... er I mean Inside Info nonsense – Ed*),

**1** What is a cruncher?

**2** How does it work?

**3** Have you got one and will one ever be put on the Power Pack cover tape?

**4** Why can't you have more than 255 characters in the scrolling message program listed in *CF*28?
*Wayne Bishop, Leicester.*

**1 In simple terms, a cruncher is a utility that takes another program, analyses the code, and then creates another version which is much smaller in terms of the amount of memory it uses. When the program is RUN, it is first 'decrunched' so that it is like the original again.**

**2 Different crunchers use different techniques depending upon the nature of what is to be crunched. For example, graphics data can contain a lot of repeated bytes (such as a lot of zeros together) which can be coded to just three bytes; an identifier to say, "this is coded", the value of the byte and the number of times it needs to be repeated when decrunched. That's the very simplest form of crunching. An advanced cruncher can take many hours to crunch a program and would use much more complicated meth-**

# INFORMATION BANK

Last month in the Information Bank Jason showed (off by telling) you how to fiddle about with your REMs. This month he's doing it again. Is he just milking the subject or are there going to be some really impressive tricks this time around?

## REM-ARKABLE

### PART TWO

**1** Type 10 REM but don't hit RETURN.
**2** Press the quote key (hold down SHIFT and tap 2 twice).
**3** Press the key marked INST/DEL to delete the last quotation mark you made.
**4** Press the CTRL key and tap 9.
**5** Now press the SHIFT key and tap M. You should get a reversed block with a diagonal line in it.
**6** Press the CTRL key again and tap 0 to get out of reverse mode.
**7** Now press the quote key again.
**8** Now delete it by pressing the INST/DEL key once.
**9** Press SHIFT and tap CLR/HOME.
**10** Press CTRL and tap 8.
**11** Type the words MY PROGRAM (*aahhhh – Ed*) and hit the RETURN key.

When you LIST the program something rather special should occur. You can do whatever you want, whenever you want in your listings – just change the line number. You can change to any ink colour using the CTRL and Commodore key combinations, change to little letters by pressing CTRL and tapping N, leave blank lines by pressing the cursor down key and so on.

This smart little trick works because step five effectively performs a carriage return during the listing (the same as pressing the RETURN key) and after one of those any control codes for clearing the screen and so forth should work as normal. It's all based on the infamous 'quote mode', switching it on and off at the right moments in time.

Okay then, that method and the one last month are just examples to get you started. Now, you should be able to work out how, for example, to combine them and how to get your listing to look quite impressive when someone just types LIST. On the other hand, you may prefer to spend your days doing useful things. Remember that once lines are entered they can't be changed in any way. It's got absolutely no practical use whatsoever, but it does have a certain appeal. I just can't quite put my finger on what it is just yet. If you've got any ideas you know where to send them.

ods which aren't so easy to explain. Strictly speaking, they don't just crunch things up, they code things.

**3** Personally I've got dozens of the things – they're available from most PD libraries. As to anything resembling one appearing on the Power Pack, you'll just have to wait and see.

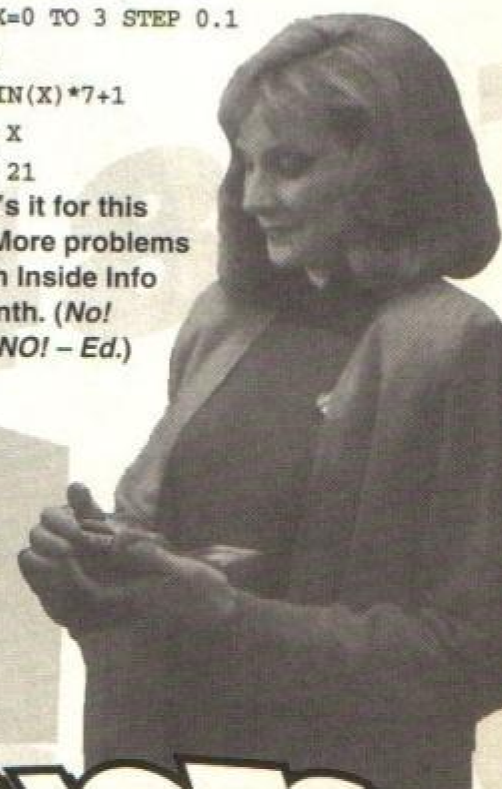
**4** Because the method which grabs the next letter to be displayed on the screen is a very simple one; basically a variable that can only store numbers between 0 and 255 is used to keep track of things. It can be done differently. The following version allows you to have as many characters as your heart desires:

```
10 REM LONG SCROLLER BY J.FINCH
11 PRINT CHR$(147);
12 PRINT "THIS NEW IMPROVED SMOOTH ";
13 PRINT "SCROLLER ALLOWS MESSAGES ";
14 PRINT "OVER 255 LETTERS LONG!  @";
15 FOR X=49152 TO 49309:READ Y:POKE
X,Y:C=C+Y:NEXT X
16 IF C<>21870 THEN PRINT"DATA
ERROR":END
17 X=0
18 Y=PEEK(1024+X):POKE 49310+X,Y
19 X=X+1:IF Y<>0 THEN 18
20 SYS 49152
25 DATA 120,169,127,141,013,220,173,013
26 DATA 220,169,027,141,017,208,169,242
27 DATA 141,018,208,169,157,141,126,192
28 DATA 169,192,141,127,192,169,060,141
29 DATA 020,003,169,192,141,021,003,169
30 DATA 001,141,025,208,141,026,208,169
31 DATA 147,032,210,255,169,008,032,210
32 DATA 255,088,096,000,162,002,202,208
33 DATA 253,173,059,192,009,192,141,022
34 DATA 208,169,251,205,018,208,208,251
35 DATA 169,200,141,022,208,173,059,192
36 DATA 056,233,003,041,007,141,059,192
37 DATA 176,052,162,000,189,193,007,157
38 DATA 192,007,189,193,219,157,192,219
39 DATA 232,224,039,208,239,238,126,192
40 DATA 208,003,238,127,192,173,201,192
41 DATA 208,012,169,032,162,157,160,192
42 DATA 142,126,192,140,127,192,141,231
43 DATA 007,169,001,141,231,219,169,001
44 DATA 141,025,208,076,049,234
```

Try adding the following lines for something a little different:

```
21 FOR X=0 TO 3 STEP 0.1
22 POKE
49242,SIN(X)*7+1
23 NEXT X
24 GOTO 21
```

That's it for this month. More problems solved in Inside Info next month. (*No! No! No! NO! – Ed.*)



**Doctor Beverly Crusher, which sounds vaguely like cruncher.**

# QUICK SHOTS

● Where, oh where can I get a "VicModem Interface" for my C64? I have tried absolutely everywhere else and just get blank stares, even from Commodore.
*JP Jeffs, Aylesbury.*

**Let this be a lesson to you; always try Inside Info... er sorry... Techie Tips (sorry Trent) first. You need to give Meedmore Distribution Ltd a call on ☎ 051 521 2202. The stock code for the device is A0012 and it costs £34.99 which I believe includes postal charges.**

● Is it possible to change the *Shoot-'Em-Up Construction Kit* so that you can create games like *Bubble Dizzy* and *Rainbow Islands*? Also, can you make it scroll to the right so that you could create a game like *Sonic* or *Mario Bros*?
*Another anonymous dude.*

**No and no. You can only play about with the parameters given to you by *SEUCK* and these do not allow sideways scrolling. It would be relatively easy for *SEUCK*'s original programmers to change it to a sideways scrolling system, but for anyone else... well, phew! I think not.**

● Do you know the addresses of any useful clubs, as opposed to user groups, that can provide information on using the C64? I know of the GeoClub but I need more general stuff.
*Adam Turley, Swindon.*

**Clubs other than GeoClub? Erm, the 'Take That' Fan Club's address is PO Box 538, Manchester, M60 2DX if that's of any use. Alternatively, keep your eyes peeled for features in *CF*.**

● Can you get hold of a MIDI Interface for the Commodore 64 and if so, to which port does it connect?
*Mark Booth, Sheffield.*

**A MIDI Interface is available from Datel Electronics Ltd, whose advert can normally be found within this very mag (usually on page two). It plugs into the expansion port, or cartridge port, whichever you prefer to call it.**

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(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applied).

**C64 TAPE LOADING PROBLEMS ?**

Have you ever purchased a game only to find it won't load ! The most common reason for loading difficulties is caused by the tape head being out of alignment.

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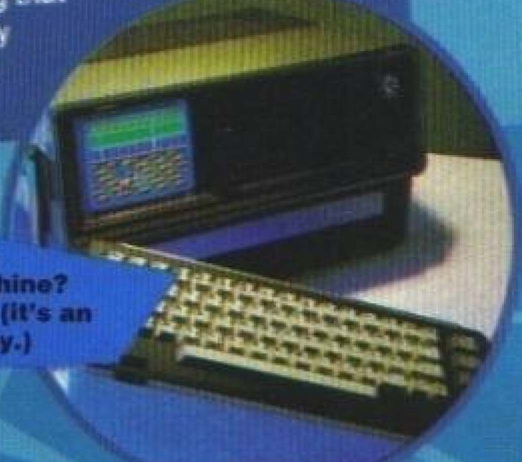
# SO WHO DO YOU

**Back in issue 30 we asked you to tell us what you thought of CF. You've already seen some of the changes we've made to the mag as a result, but we thought you might like to hear what the survey revealed about you lot. Dave has the stats.**

## WHAT YOU GOT?

A whopping 98 per cent of you have got the trusty old 64, while just three per cent are 128 owners. Which means that one per cent of you have got both, which, let's face it, is just plain greedy when all you have to do is press a button on the 128 to make it run as a 64. Or perhaps a few of you 64 owners so desperately wanted a carrying handle on your computer you had to have both. (I still reckon a 64 without a carrying handle is a darned sight more portable). Oddly, none of you owned to owning the SX, proving that even the mighty 64 can't hack it as a console.



**Do you recognise this machine? Probably not. (it's an SX, by the way.)**

## THE 64 GENERATION

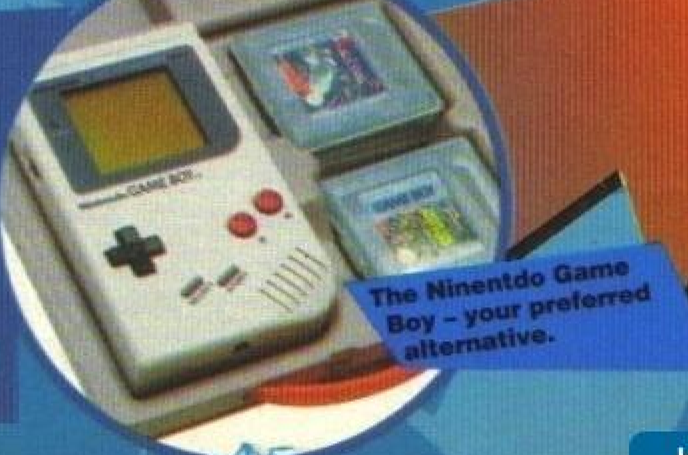
Over half of you (51 per cent) are between 11 and 18, but we do have some more, er, mature readers. A quarter of you are between 18 and 50, 3 per cent of you over 50 – don't demographic trends usually show that anyone over 45 has trouble setting the video, let alone use a computer. Just shows that the 64 appeals to a more intelligent user.

## SO HOW DO YOU FILL YOUR DAYS?

57 per cent of you said you were at school. Erm, but 59 per cent of you said that were under 16. That means two per cent of you are either under five (child prodigies with good taste), playing truant or lying about your age. Or perhaps you're a seven year old playing truant from nursery school?

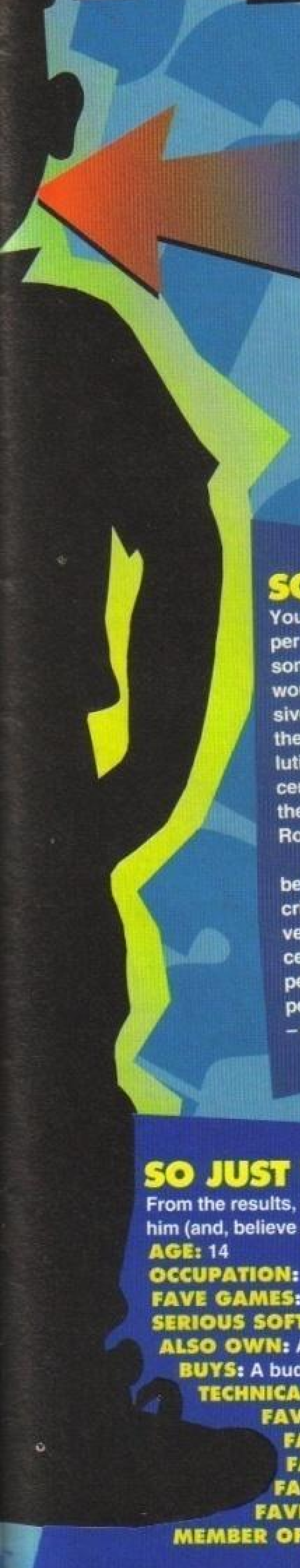
## TRAITORS!

Some of you owned up to owning other computers and consoles (hah!) but there were was no one machine to which you seem to be defecting to en masse. The most popular other machine was the Nintendo Game Boy (12 per cent) but both the Sega Master System and Mega Drive also had a strong showing.



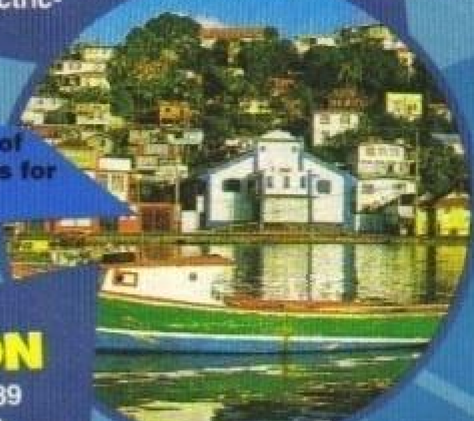
**The Ninentdo Game Boy – your preferred alternative.**

# THINK YOU ARE?



## REGIONAL VARIATIONS

Look, okay, the largest percentage (30 per cent) of you *do* come from the south west, which just happens to be where Bath is, which just happens to be where *Commodore Format* is published, but this result has nothing to do with Trent and Ollie forcing all their relations to fill in the survey form. Northern Ireland (21 per cent) and the North of England (22 per cent) were where most of the rest of you come from, while Wales came out bottom with four per cent. Well they have only just discovered electricity there, I suppose.



0.001 per cent of live here (thanks for the postcard).

## SOUND AND VISION

You might be surprised to learn that 89 per cent of you are into German Torch songs and East European Folk. So we would because you're not. Nope, a massive 43 of you are into rock music, while the next most popular form of noise pollution was techno and dance (28 per cent) closely followed by rap (who are the 23 per cent who get the all the Rowlands' references).

Your fave type of films turned out to be action flicks (70 per cent), though crime, thrillers and SF films are also very popular. Strangely, while 37 per cent of you liked horror films, only three per cent were into Dannii Minogue. One person admitted to liking *Howard's End* – he's now seeking psychiatric help.

### CFAX

Almost half of you (48 per cent) have got over 50 budget games while 20 per cent have got over 50 full-priced games. How many console owners could afford that?

## TIME FACTOR

Nearly a fifth of you lot (19 per cent) spend over 20 hours on your 64s a week – you're up there with Clur, then. The largest portion of you (30 per cent) slave over your monitors for 10 to 15 hours a week. (*Remind me to buy some shares in Spec Savers, will you? – Ed.*)

## PREFERRED PLAYING

We asked you to rate your fave game styles out of 10. Here are the results in descending order:

**1** Platform games (bodes well for *Mayhem In Monsterland*)
**2** Shoot-'em-ups (watch out for *Bee 52*)
**3** Puzzle games (Clur's fave)
**4** Driving games (which got Trent's vote)
**5** Arcade adventures (which we don't see enough of on the C64)
**6** Sims (Some love 'em some hate 'em).
**7** Strategy games (Hmmm)
**8** Sports sims (what? You didn't find *Table Tennis* stunning?)
**9** Beat-'em-ups (why did you all buy *Street Fighter 2*, then?)
**10** Fantasy role playing games (for board game players too lazy to throw the dice)
**11** Text adventures (which a lot of you did give five – but the rest of you gave 0)

### CFAX

You gave *CF* covers an average score of eight out of 10. Our regular man with the air brushes, Paul Rigby, is touched (but looking at his piccies you'd know that).

## SO JUST WHO IS THE AVERAGE CF READER?

From the results, we've come up with a rough idea of what theaverage *CF* reader is like. This is him (and, believe us, we're not being sexist when we say that). If it sounds like you, let us know…

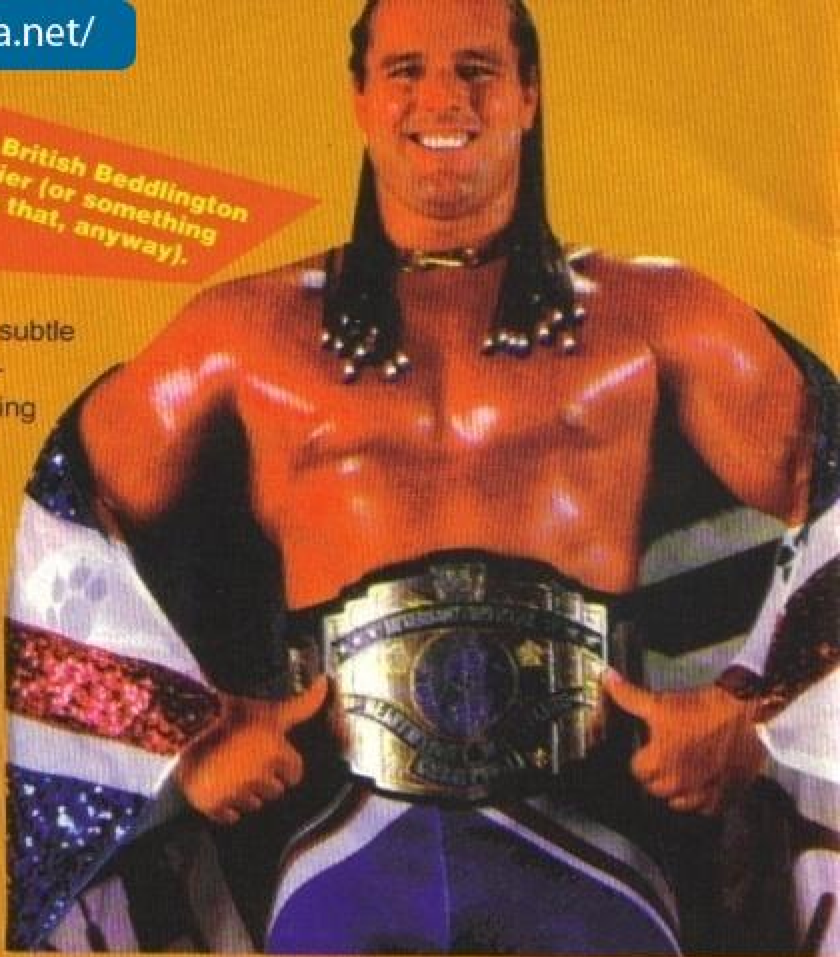
**AGE:** 14 **SEX:** Male **COMES FROM:** Bristol
**OCCUPATION:** Student (with a paper round)
**FAVE GAMES:** *Creatures 2, Rainbow Islands*
**SERIOUS SOFTWARE:** An art package and a music package.
**ALSO OWN:** A Nintendo Game Boy
**BUYS:** A budget game a month and full pricer whenever it looks worth the dosh
**TECHNICAL SKILL:** Well versed in the BASICs (*I don't believe you just said that– Ed.*)
**FAVE FILM:** *Under Seige, Die Hard*
**FAVE MUSIC:** Def Leppard, Ugly Kid Joe
**FAVE TV PROGRAM:** *Grace And Favour* (*are you sure? – Ed.*)
**FAVE FILM FEATURING HELENA BONHAM CARTER:** Er… pass.
**FAVE TYPE OF CURRY:** Prawn madras.
**MEMBER OF *BAYWATCH* THEY'D MOST LIKE TO…** (*snip – Ed*).

### CFAX

Loading from cassette is still by far the most popular way for you lot to load your games (if popular is the right word). That's how 99 per cent of you do it. Strangely, only 89 per cent of you lot have got datassettes? What do the rest of you do? Whistle into the port?

# WWF WRESTLEMAN

**"What you gonna do when the largest arms in the world™ and Hulkmania™ run wild on you?" Hulk Hogan™ exhorted! "Collapse in a confused heap, probably!" replied Trenton Webb™.**



The British Beddlington Terrier (or something like that, anyway).

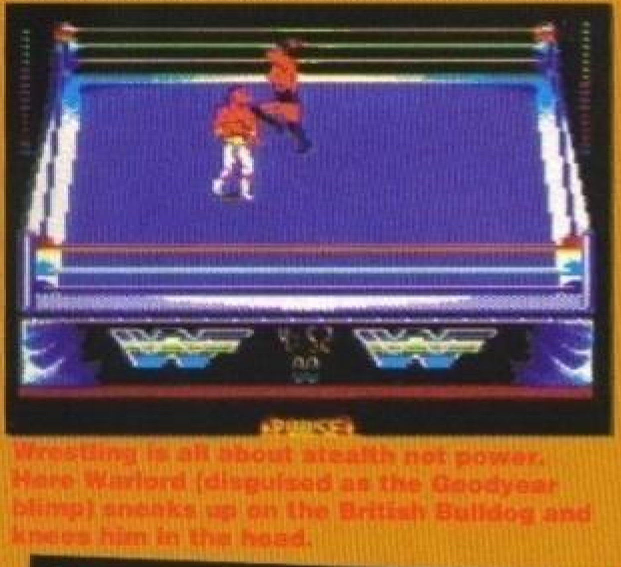
There's no justice! Clint deserved his Oscar for *Unforgiven* and Emma Thompson can just about justify her's in *Howard's End*, but how did that gibbering old ham Pacino beat Hulk Hogan to the best actor honours? We thrilled at *Suburban Commando*. We laughed at *Mr Nanny*, but his performance in *Slaughterama™ VI™ –™ The™ Death™ Bout™* (© Fopsport International 1837) moved the world to tears.

So it seems rather odd, bearing in mind the theatrical pretensions of *WWF Wrestling*, that the game of that name is actually a beat-'em-up, and a darned fine one at that. In some art-imitating-life paradox, *WWF* the game is exactly the sport that the TV version pretends to be and isn't.

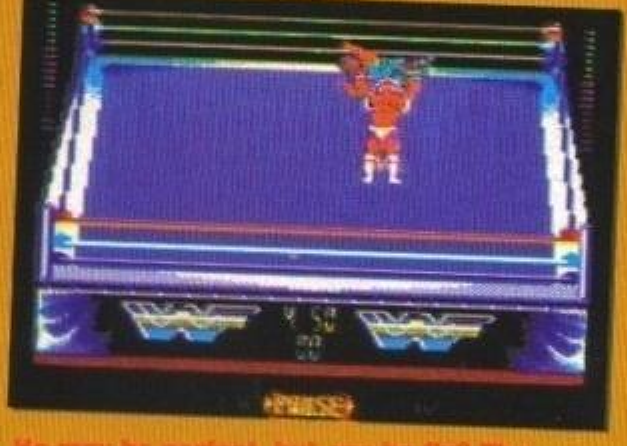
This Wrestlefest™ is a joystick killer. As either Hulk Hogan™, British Bulldog™ or the Ultimate Warrior™ you've got to grapple WWF's other star baddies into seven shades of submission using a subtle blend of psychology and extreme violence. Which, of course, means shaking your 'stick to within an inch of its life.

Wrestling, it seems, is all in the wrist. There are two forms of attack: running kicks or close-up grappling. Two quick flicks send your make-up merchant steaming for the ropes. He'll bounce off and then you've enough momentum to leap up and knee, kick or butt anyone in your way – if you've got your timing right. All good fun, if rather predictable.

Grappling is another matter entirely, and this where *WWF*



Wrestling is all about stealth not power. Here Warlord (disguised as the Goodyear blimp) sneaks up on the British Bulldog and knees him in the head.



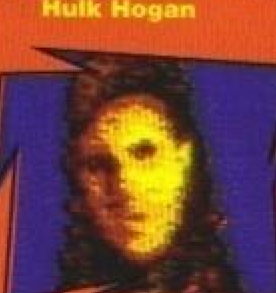
He may be perfect, but can he fly? The Ultimate Warrior tests his gravitational theories on WWF's Mr Perfect.

## KISS (AS IN THE 70s METAL BAND) AND MAKE-UP

The men who get to represent you in the ring:

Ultimate Warrior

Hulk Hogan

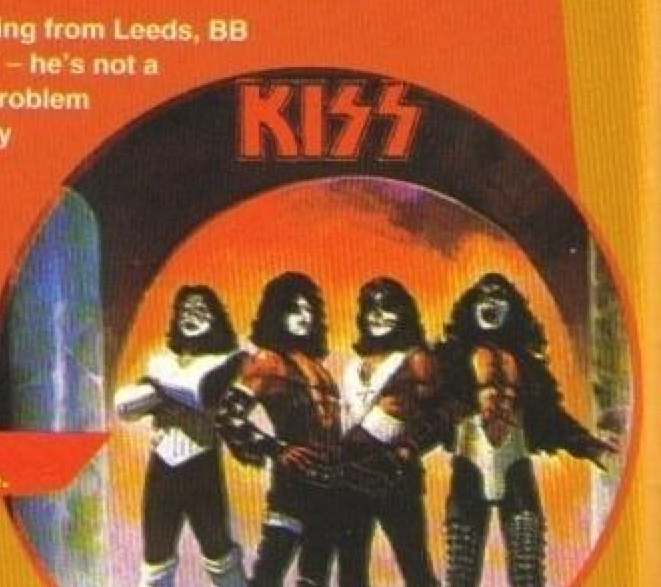


British Bulldog

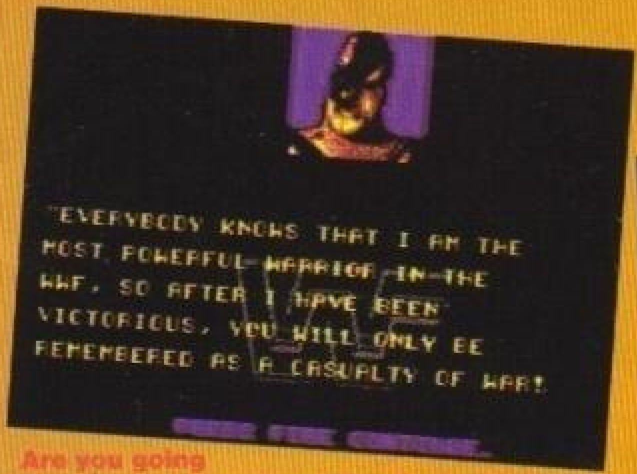
**THE ULTIMATE WARRIOR:** Hailing from 'Parts Unknown' it's not entirely clear how Mr Warrior got a work permit. Still, he's a hard dude and his speciality is the Gorilla Press, so any Simian C64 owners out there had better avoid playing this guy! Curiously, he looks nothing like Yul Brynner did in the film *The Ultimate Warrior*.

**HULK HOGAN:** A renaissance man, Hulk is now into 'art'. Recently he's made as many movies as he has had matches. He was one of THE original stars of the WWF scene, though, and is strong enough to bend fruit machines with his ear lobes!

**BRITISH BULLDOG:** Coming from Leeds, BB has a disadvantage in WWF – he's not a Yank. He's overcome this problem by developing an incredibly 'thick physique', apparently. British (as he's known to his friends) wanted, "to take a bite out of WWF". He obviously didn't like the taste, though, and left!

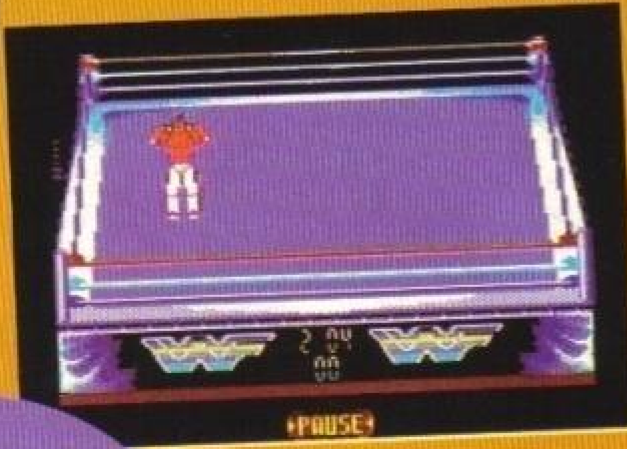


Real men wear rouge! Or so Kiss would have had us believe.

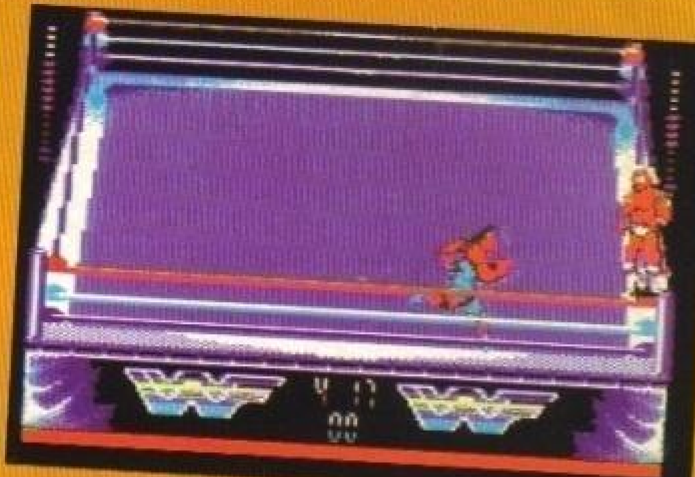


"EVERYBODY KNOWS THAT I AM THE MOST POWERFUL WARRIOR IN THE WWF, SO AFTER I HAVE BEEN VICTORIOUS, YOU WILL ONLY BE REMEMBERED AS A CASUALTY OF WAR!

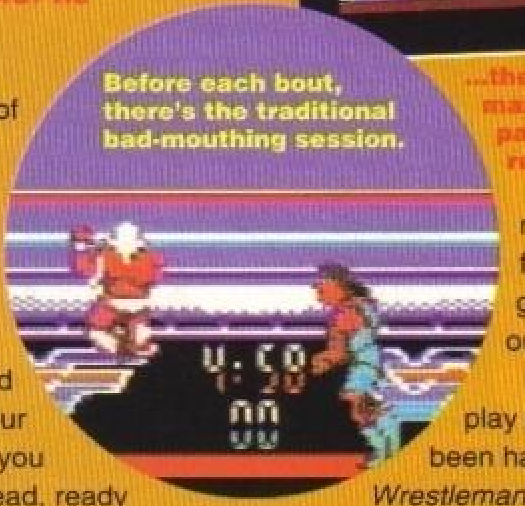
Are you going to end up a casualty of the Warlord? Or should that be the Jawlord? He doesn't half go on.



...then we use the Heimlich manoeuvre. This stops the patient from choking and also renders them unconscious!



Eek a mouse! The ringside audience was stunned when both of the macho warriors were reduced to tears by a small, grey rodent with big buck teeth!



Before each bout, there's the traditional bad-mouthing session.

comes into its own. Get within grabbing distance of your foe and both wrestlers' arms fly into neck locks. Now it's time to waggle like you've never waggled before (and a neat little graphic appears to remind you). Reach the top of your waggle-o-meter first and you hold the other guy overhead, ready to hurl him on to the canvas in the time-honoured spleen™-splitting fashion.

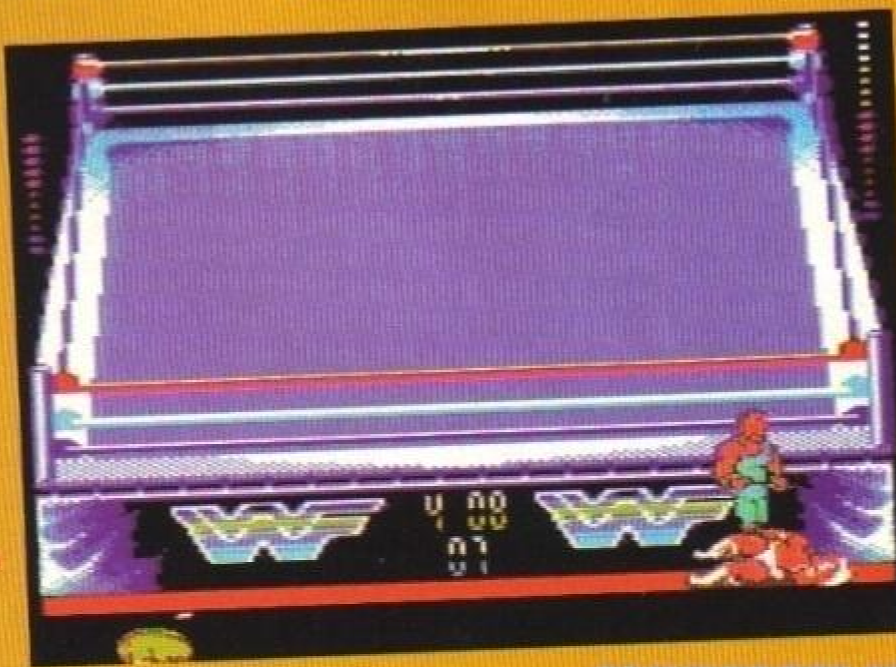
If you lose this waggle race, your (soon-to-be) lifeless form is held *Predator*™-fashion above your opponent's head and you're slammed to the canvas. Lying there winded, your opponent will leap on top of you (*Oooer! – Missus*) and go for the pin™. Now it's time to get your fingers flicking those Fire buttons. The faster you press the quicker you get your breath back and the quicker you throw him off.

The action's furiously paced. One minute you're on top, then your foe will get the upper hand. The gameplay's limited, but is such a fast mix of prowling, running away and furious stick-slapping action that you never really notice. Whether you win or lose a bout, you end up panting and nursing an aching arm. A few seconds afterwards, though, the elation of victory and the cramps fade, and you're eager for a shot at the next meat-head in line.

*WWF* even accommodates this need for an occasional break. Er, which is a polite way of saying that the game is a massive multiload.

The programmers have tried to keep the loading to minimum by supplying a ring full of continues, but these alone can't stop the rewind nightmare. The price for *WWF*'s great-looking graphics, it seems, are tortuously long tape times.

Historically speaking, gameplay and wrestling have never been happy bed-fellows. *WWF Wrestlemania*™ has changed all that. Now it seems they can kip quite happily alongside each other – even if *Wrestling* does snore! In fact, the game's only real fault is the multiload™ – it's huge. But if you want to grapple on your C64 (!?!) then there's only one serious contender – *WWF*. **TRENTON**



He's kicking me! Once again the EVIL villain flouts the rules and boots our HERO in the femur. Now that's painful!

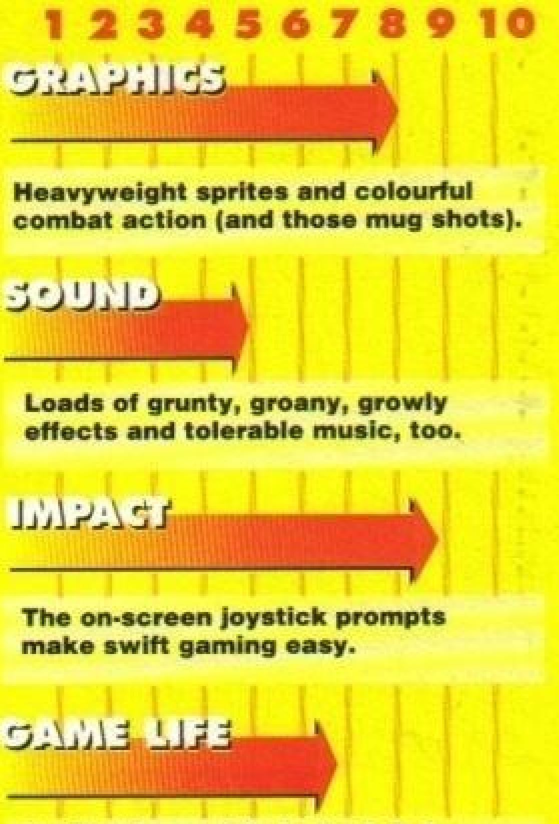
## TIP OFF

*WWF* calls on both high-speed joystick waggling and button pressing skills. But to give your fingers a rest try flicking the Autofire ON and then holding down Fire when rapid button pressing is needed. Remember to flick Autofire back OFF afterwards, though, as otherwise it can affect some of your other moves.

## VITAL STATISTIX

| | |
|---|---|
| GAME | WWF WRESTLEMANIA |
| PUBLISHER | HIT SQUAD |
| CONTACT NUMBER | 061 832 6633 |
| PRICE | £3.99 |
| AVAILABLE | OUT NOW |
| OTHER INFO | A HUGE MULTILOAD |

## WWF WRESTLEMANIA



**GRAPHICS**

Heavyweight sprites and colourful combat action (and those mug shots).

**SOUND**

Loads of grunty, groany, growly effects and tolerable music, too.

**IMPACT**

The on-screen joystick prompts make swift gaming easy.

**GAME LIFE**

It will take a while to beat, but should be worth the (physical) effort.

## POWER RATING

# 88%

# SKOOLZ OWT

## 50 COPIES OF FUN SCHOOL 4 TO BE WON!

The world-beating *Fun School 4* is serious software. Not serious as in 'dull, dull, deadly dull', but serious as in the sense of a brilliantly-effective-educational-program kind of way. Unlike school, you're not forced to sit there for hours while some relic witters on about cultural highlights of 15th Century Florentine architecture. In *Fun School* you take control, you decide what and when you learn. Now here's your chance – along with 49 other people – to win a copy!

Europress Software are giving away 50 copies of *Fun School 4* – plus rather nifty goodie bags – in our brilliant 'Skoolz Owt' compo. So don't sit there watching *Why Don't You* and *Maggot Moments* this summer; get busy with *Fun School 4*!

To win, all you've got to do is, in the time-honoured tradition of *CF* compos answer the three rather daft questions below (not necessarily correctly) and then grass up the WORST teacher you've ever been lectured by! The 50 most terrifying tales of classroom tyranny will win the software – because if they're as bad as you say, you'll appreciate the help!* So, you at the back, there, what are you waiting for?

fun school 4
for the under 5s
fun school 4
7 year olds
fun school 4
year

1. You boy! Yes you at the back of the class! What are you doing?
   a) Paying avid attention Sir!
   b) Not telling!
   c) Planning an armed revolt against the staff, comrade!
2. Why haven't you got your homework?
   a) But I handed it in last week, Sir!
   b) The cat was sick on my rough book!
   c) A huge space alien ate my school bag/house/parents!
3. Who sprayed graffiti on the bike sheds?
   a) It was him!
   b) It was him!
   c) It was him!

### TIE BREAKER

As a tie-breaker, we want you to describe the very worst teacher you've ever suffered in 30 words or less! Go on let them feel your wrath!

**Mr (your Teacher's name here) is the World's worst because...**

Write your answers on a postcard (or use the old sealed-down envelope trick). Add your name and address, then send it to us at:

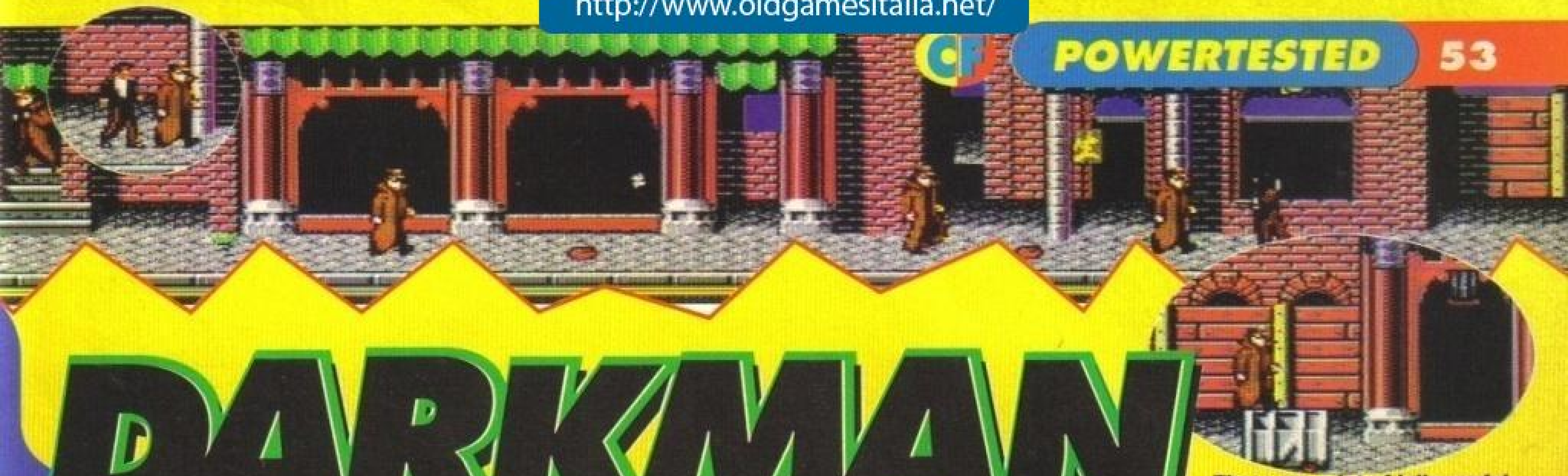
**Skoolz Owt compo, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2DL before 30th June 1993.**

### ARE YOU LISTENING?

**And before we sing the school hymn, I'd just like to say that if any employees of Future Publishing or Europress Software, anyone who's ever appeared in *Grange Hill*, stunt doubles for the Golden Girls or John Patton are caught entering this competition they will be made to stand outside the Headmaster's office for general ridicule and a sound thrashing!**

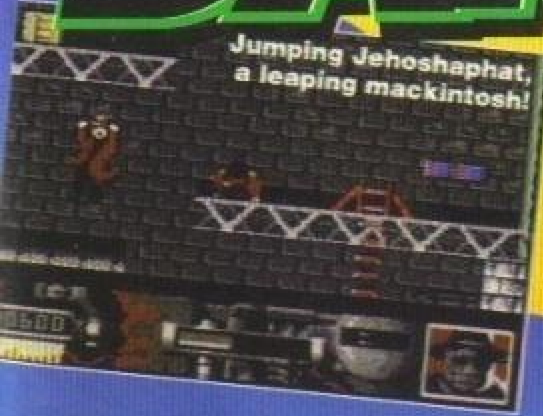
---

***Apologies all you education professionals! We here at *CF* actually quite like teachers (*speek fore yersulf – Ollie*).**



There are a lot of jolly useful crates scattered around the place. They're great to hide behind and they're strong enough to stand on too.

# DARKMAN



Jumping Jehoshaphat, a leaping mackintosh!

## *A film licence with a difference? Surely not? (Okay, no, but we've got to grab your attention somehow). Clur illuminates us.*

What would you think of a man in a big brown mackintosh, wearing a big brown hat and his face bandaged up? Well, if I was you I'd avoid him like the plague. Never trust a man in a mac that won't show you his face, that's what my mum always taught me. But that's who you're playing in *Darkman*.

The game is a licence platform-beat-'em-up by numbers. Not that it's a bad platformer, it's just that it's there's nothing that makes it stand out from all the others. You walk along a bit, thump a few people, avoid a few projectiles then walk along some more and repeat the process.

Okay, I'm being slightly unfair – but only very slightly. There *are* a few twists in the game play as you progress but nothing in *The Crying Game* league. For example, there are the bonus levels in which you have to take as many photos of the baddies as you can. The more photos, the better your mask, so the longer you blend in with the crims on the next level (this might sound a bit odd, but it all ties in with the plot of the film which is far too complex and ludicrous to go into here).

The game progresses through a series of similar, dingy-looking levels, each with its own problem to solve. One level has you dangling from a rope attached to a helicopter, trying to avoid the rush hour traffic, while another has you leaping across the rooftops. Each of the seven levels follows the same rules of: if you can't avoid 'em, thump 'em. The scrolling is smooth enough but not stunningly speedy.

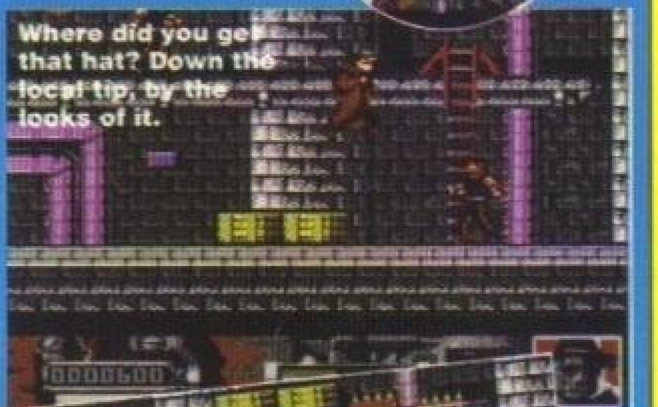
*Darkman* will probably take you less time to complete than it would to watch the film (plus, to be fair, going down the video shop to hire it and take it back as well), even if you're not a hardened game-player. It's an okay beat-'em-up that's far too easy for anyone with half a brain. Trent loved it! (*Oi! I heard that! – Ed.*)

**CLUR**

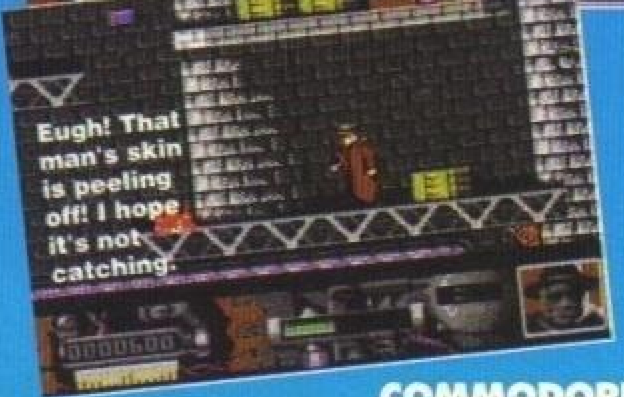
### TIP OFF

**This game's so easy that you probably don't need any kind of cheat or tip to reach the end. But here's one just in case you're completely hopeless. If you're using an Autofire joystick in the beat-'em-up sections, turn it off when you get to a photo-taking level, otherwise you'll end up wasting a whole roll of film on arty shots of walls.**

Someone's been at the life size Meccano™ again.



Where did you get that hat? Down the local tip, by the looks of it.



Eugh! That man's skin is peeling off! I hope it's not catching.

### CF VITAL STATISTIX

| | |
|---|---|
| GAME | DARKMAN |
| PUBLISHER | THE HIT SQUAD |
| CONTACT NUMBER | 061 832 6633 |
| PRICE | £3.99 |
| AVAILABLE | OUT NOW |
| OTHER INFO | YUCKY MULTILOAD |

### DARKMAN

1 2 3 4 5 6 7 8 9 10

**GRAPHICS**

Yep, there are some. The graphics are definitely... er... there.

**SOUND**

The theme tune is suitably atmospheric (but is it from the film?)

**IMPACT**

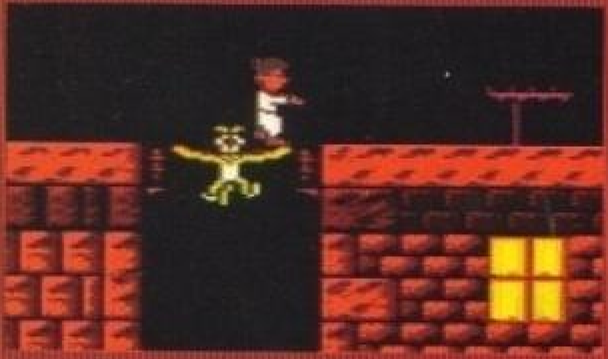
It's so easy that the first level or two are great thumping fun...

**GAME LIFE**

...But it soon becomes a drag and doesn't stand up to repeated play.

**POWER RATING**

**66%**



Ralph turns himself into a canine bridge to stop Lee plummeting to a rude awakening.

# SLEEPWA

**The official Red Nose game hits the C64. It's the everyday tale of a boy and his dog... er... except that it takes place at night... and the boy's asleep... and the dog's, er... Okay, it's not very everyday at all. Dave can try and explain this one.**

Zzzzzz... Zzzzzz..... Zzzzzz... BRRRRRRRIIIIIINNNGGG!!!! Er... ow... urgh! Wassat? Only eight thirty? Mmmmm, it's nice and warm under this duvet. I'll get up in a minute. Still plenty of time to get to work if I... Zzzzzz... Zzzzzz...

One of life's great mysteries has to be how come you always feel more knack'ed when you wake up than when you went to bed? I mean, it's not like you've been doing anything strenuous – just lying there for eight hours or so. Or have you? Maybe, just maybe, you've been getting some early morning exercise without even knowing it. Maybe you've been sleepwalking.

Lee, the somnambulistic title star of *Sleepwalker*, must wake up feeling like he's been on a ten mile hike. And there's a good reason for this – usually, he has. Lee, y'see, just can't lie still. As soon his eyes are closed, his feet go on automatic, and he's straight out of the bedroom window for a nocturnal stroll. But if Ralph, Lee's dog, does his job well, then Lee shouldn't know anything about it.

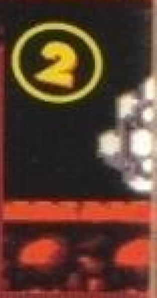
Ralph understands that you should never wake up a sleepwalker (quite why I'm not sure; maybe the psychological shock of finding out that the world at large has discovered what you wear – or don't wear – in bed is too much to handle). So this faithful hound goes to extraordinary lengths to make sure that Lee's slumber is undisturbed.

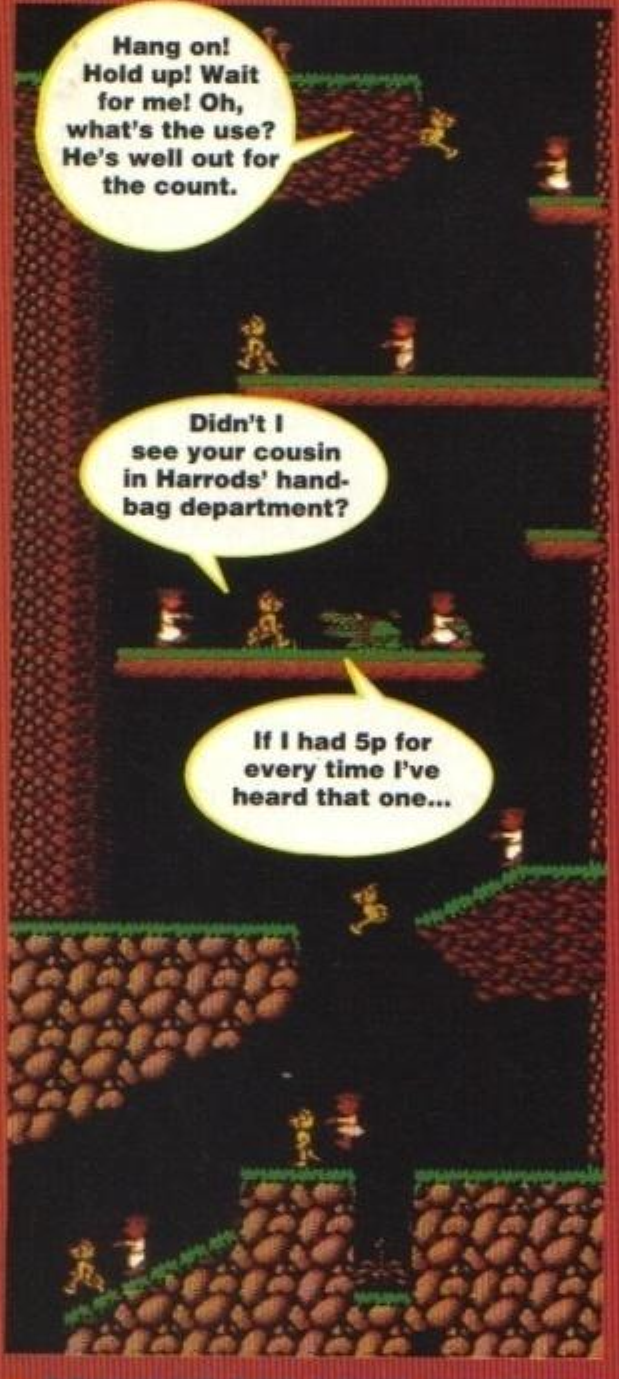
*Sleepwalker* is a bit like a cross between *Pipemania* and cutesy platform game – a weird combination, perhaps, but one that works brilliantly. Like the flow of ooze in the classic puzzle game Lee plods on relentlessly while you, in control of Ralph, have to to guide him through each level as untraumatically as possible.

This requires a combination of scouting ahead to work out the safest route, nudging and kicking Lee to get him going the right way, collecting bonuses, moving objects about, bashing lurking nasties and using Ralph as a canine bridge across the smaller gaps. Lee's a very deep sleeper, though, and it takes quite a bit to wake him up, but every little jolt or knock brings him ever nearer to consciousness.

**An ingenious mix of puzzling, timing, skill and speed**

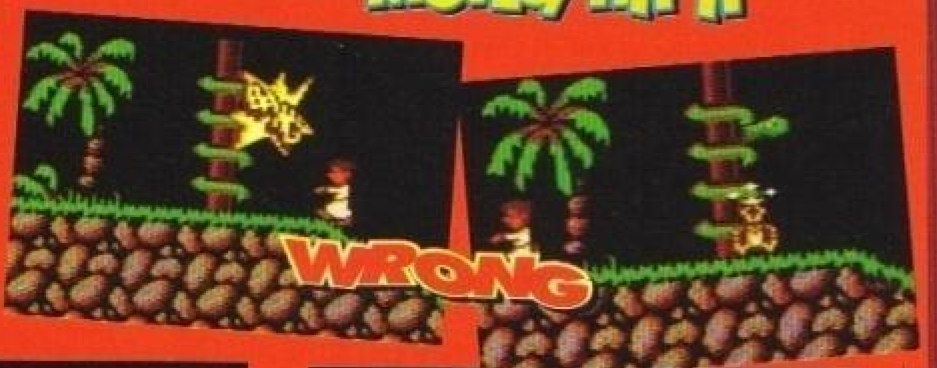
*Sleepwalker* is an ingenious mix of puzzling, timing, skill and speed. At first it's darned frustrating because you want to suss out the best route through a level by going for an exploration, but you can't leave Lee on his own for too long 'cos you know that any second he's going to fall down some hole, get run over by a car or eaten by a crocodile. But, hey! That's what the game's all about – that's what gives it the edge over your average,

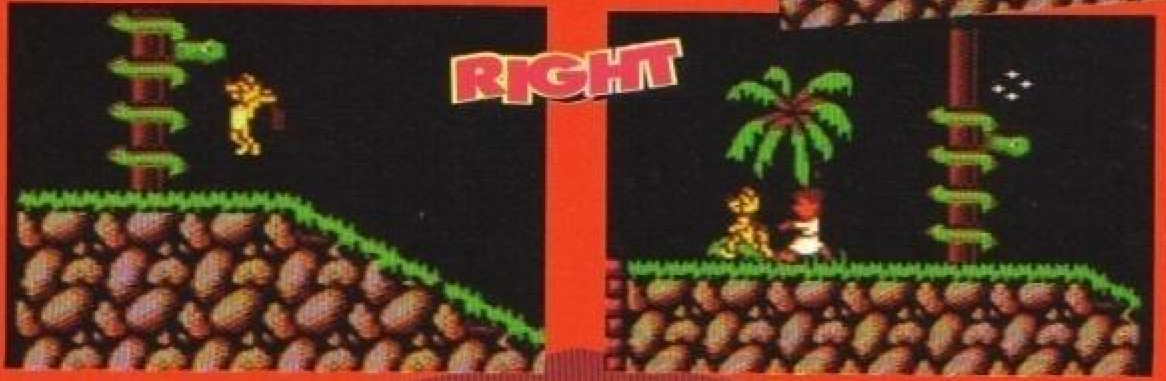



Hang on! Hold up! Wait for me! Oh, what's the use? He's well out for the count.
Didn't I see your cousin in Harrods' handbag department?
If I had 5p for every time I've heard that one...

## TAKE NO CHANCES - IF IT MOVES, HIT IT

If Ralph gets nabbed by one of the lurking nasties, then Lee can walk safely past while the nasty's preoccupied. The trouble is that this leaves Ralph stunned for a few moments in which time Lee can get into all sorts of danger.





So it's a much better idea to give the nasties a swift whack on the bonce to stun 'em (and you don't have to be too accurate with your aim, luckily). The graphics aren't as fun, but it's a lot more practical.

# KER

## It's a Corker!

pre-dictable, mindless, rush-headlong-in-and-blast-everything-in-sight platformer. Once you get used to the idea, the task of keeping Lee blissfully unaware of his plight is incredibly engrossing; I eventually had to have the joystick surgically removed. (*Actually, Clur threatened to 'surgically remove' the joystick with a baseball bat – Ed.*)

The progressively bizarre levels are brilliantly designed – they're not just *Legend Quest*ingly massive, but full of alternative routes and dead ends just to make things even more confusing. But it's worth having a good look around every corner, because there are loads of pick-ups and bonus bubbles lurking about. Collect all the bonuses and you go on to the bonus level in which you have to collect as many giant red noses as you can within a time limit.

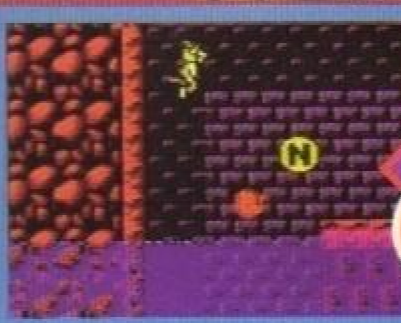
Red noses? Ah, didn't I mention that *Sleepwalker* is the official Comic Relief game? Well it is. And the game is, in places, side-splittingly funny… well, okay, so it's not in the *Naked Gun* league of comic genius, but you'd be stretched to find a C64 game that raises more grins. There are some great animation effects that Tex Avery would have been proud of and even a guest appearance by the Monty Python foot. You really never know what to expect next, but you can be sure that whatever it is, it'll be worth not expecting (if you see what I mean). (*Er, no – Ed.*)

For every copy of *Sleepwalker* sold some money goes to Comic Relief. But unlike those rubbish charity pop singles recorded by fading teeny pop starts desperately trying to revive their flagging careers, *Sleepwalker* is actually well worth buying in its own right. Despite a couple of graphical glitches, a scraggy-looking Ralph sprite and a few less than awe-inspiring backgrounds, it's a brilliant game which twists and turns constantly, never gets dull and challenges all your game-playing skills to their limits. It's one of those truly original games that you come away from thinking, "Why can't they all be this good?"

So buy *Sleepwalker*, help save lives – real ones for a change – and experience one of the best new 64 games in ages at the same time. Doesn't it make you feel all sort of warm inside? Even more than just having eaten a gargantuan prawn vindaloo. **DAVE**

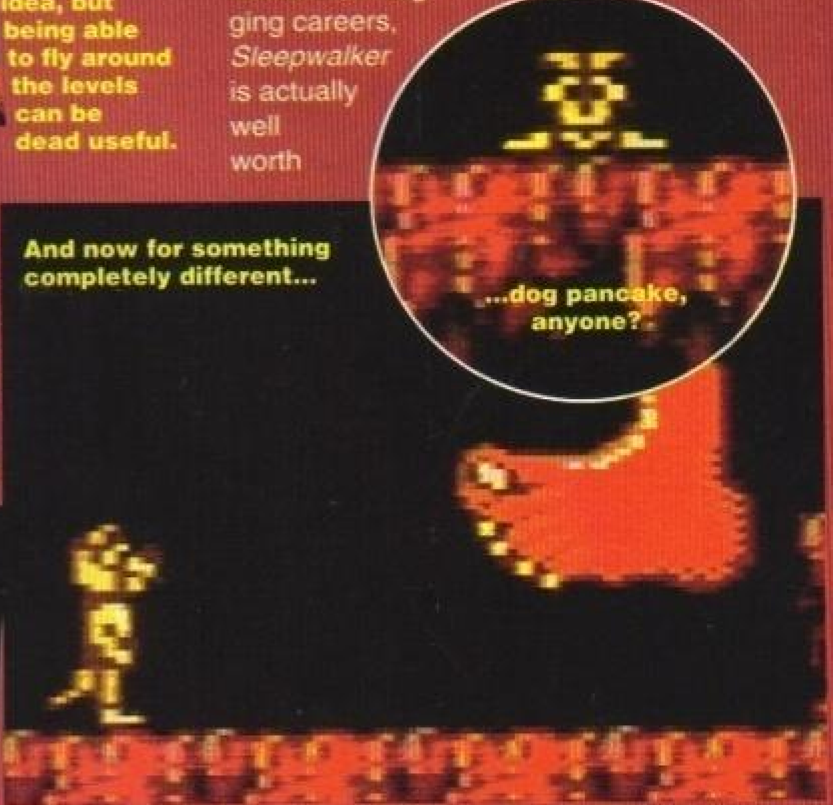
**Let's face facts. You're a dog, he's a dog catcher – what else did you expect to happen?**

## TIP OFF



**There are five bonus balloons hidden on each level. Find all of 'em and when you complete a level you go through to a bonus round. The 'N' bubble on the first level is well hidden in a secret room. To get to it Ralph has to leap into the sewer water, swim to the bottom and then as far left as he can go. Then it's straight up to emerge into the secret room.**

**Being vampirised may not sound like a very good idea, but being able to fly around the levels can be dead useful.**



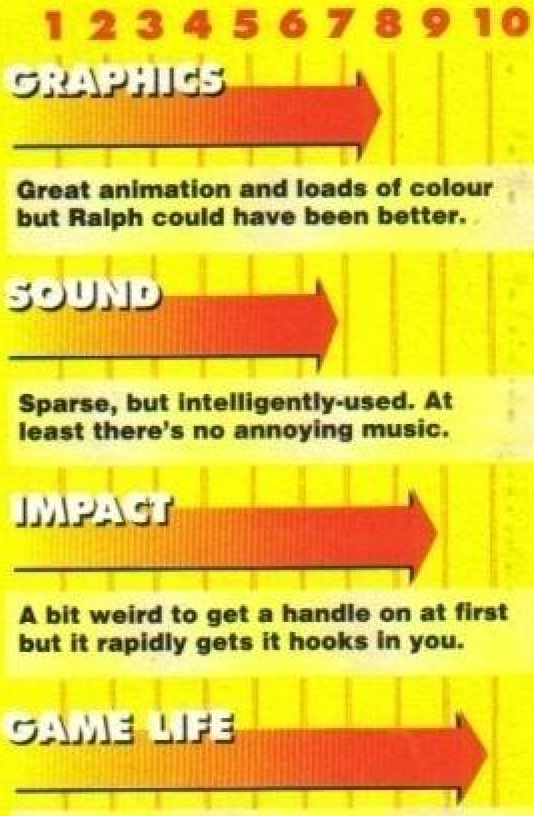
**And now for something completely different...**

**...dog pancake, anyone?**

## VITAL STATISTIX

| | |
|---|---|
| GAME | SLEEPWALKER |
| PUBLISHER | OCEAN |
| CONTACT NUMBER | 061 832 6633 |
| PRICE | £10.99/£15.99 |
| AVAILABLE | OUT NOW |
| OTHER INFO | OFFICIAL RED NOSE GAME |

## SLEEPWALKER



**GRAPHICS**

**Great animation and loads of colour but Ralph could have been better.**

**SOUND**

**Sparse, but intelligently-used. At least there's no annoying music.**

**IMPACT**

**A bit weird to get a handle on at first but it rapidly gets it hooks in you.**

**GAME LIFE**

**It never gets dull and the more you play the more you'll like it.**

## POWER RATING

## 90%

# 4-MOST WORLD SPORT

CF COMPILATIONS SPECIAL

**When a baseball game comes into the office Clur's the first to get her mitts on it. This time we let her keep it (on condition, that she reviewed the other three games in the pack too...)**

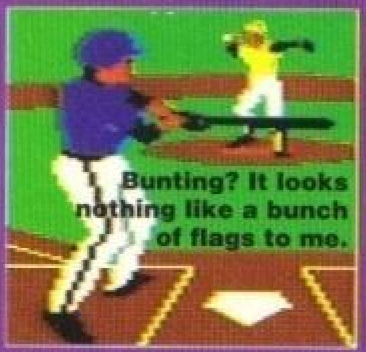
## CHAMPIONSHIP BASEBALL

I love baseball. Dave's got a dirty great bruise on his left shin where I whacked him with the ball when we were played it in the park the other evening. And that was just a soft ball – imagine what you could do with a real, hard ball!

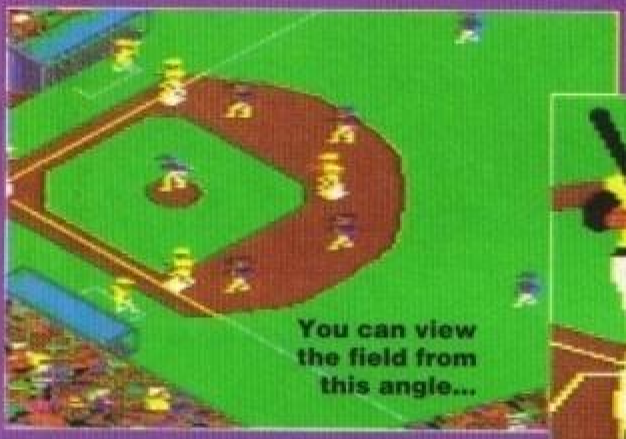
For those who've been living under a conch for the past decade or three, baseball is one of those all-American export sports that the British don't seem to be very good at (*like American football – Ed*). It's a lot like playing a game of rounders but with bigger bats, harder balls and a team of burly men instead of young lasses in gym skirts and those really big blue knickers (you know, the ones that your mum always made you wear on PE days at school when you'd much rather be showing a glimpse of black lace to the lads in the sixth form) (*speak for yourself – Ed*).

Graphically it's basic but works well enough. The game is played on a horizontally-split screen, so you've got the advantage of seeing both the entire field and a close-up of the striking area simultaneously.

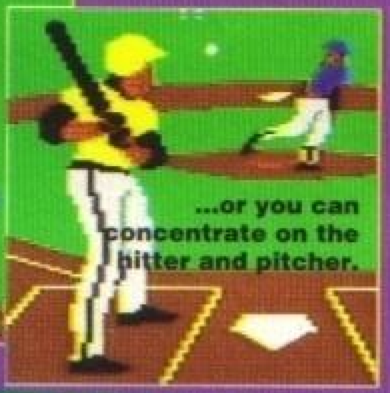
Everything is joystick controlled: pitching (which for the uninitiated means throwing the ball), batting and fielding. Getting used to the batting system is a bit of a struggle at first but once you get used to it you'll be whacking home runs 'till the cows run home – or giving it your best shot, at least.



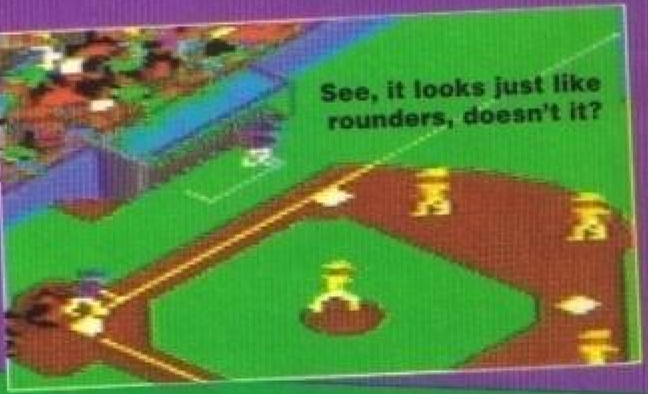
Bunting? It looks nothing like a bunch of flags to me.



You can view the field from this angle...



...or you can concentrate on the hitter and pitcher.



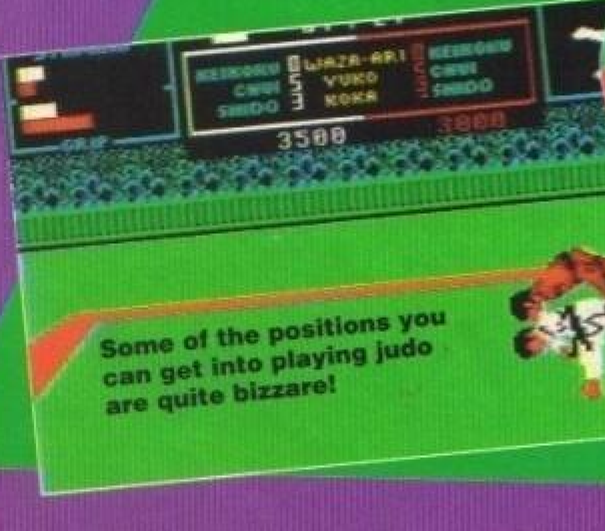
See, it looks just like rounders, doesn't it?

## JUDO UCHI MATA

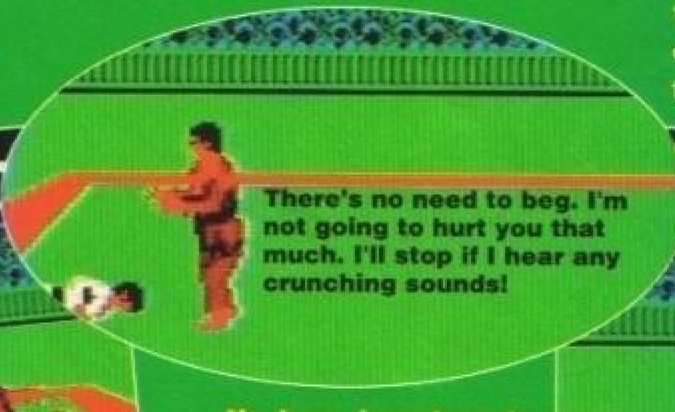
**Ooohhh, how exciting. This one's introduced by the one, the only, the infamously famous Brian Jacks (*who he? – most of the population of the western hemisphere*).**

**Actually, to tell the truth, the game itself ain't half bad (but the instructions are). The players obey your commands, communicated through sequences of joystick movements, although they do seem to hover two inches off the ground (quite disconcerting at times). Some of the Judo movements are mapped out in the instructions, but some aren't (hey, what a great concept – not telling you how to play the game) so insane waggling can work well at times. One niggly thing is that a player can go out of view if he's forced further than the edge of the screen by his opponent. So you're left guessing whether your frantic joystick twirling is doing any good.**

**You work your way slowly through the various grades, facing increasingly tough opponents and adding new belts to your colourful collection. It's**

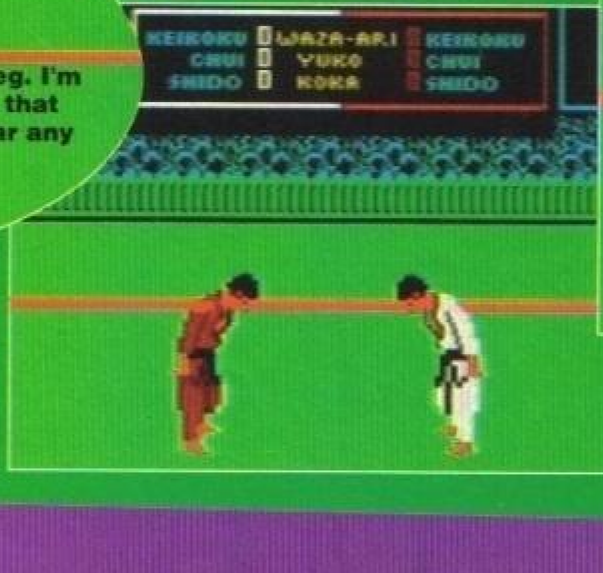


Some of the positions you can get into playing judo are quite bizzare!

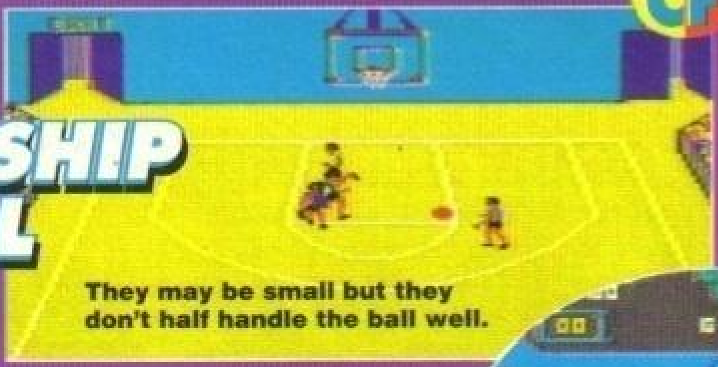


There's no need to beg. I'm not going to hurt you that much. I'll stop if I hear any crunching sounds!

No, boys, I want you to kiss and make up. You need as many friends as you can get in this world.

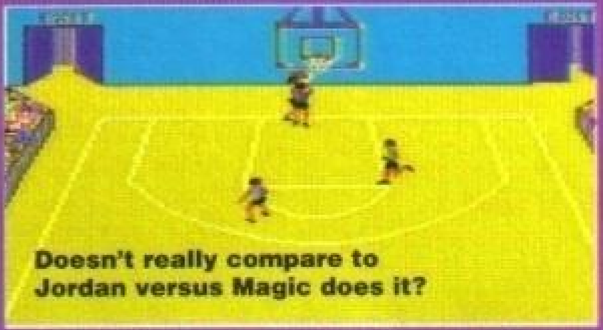


## CHAMPIONSHIP BASKETBALL



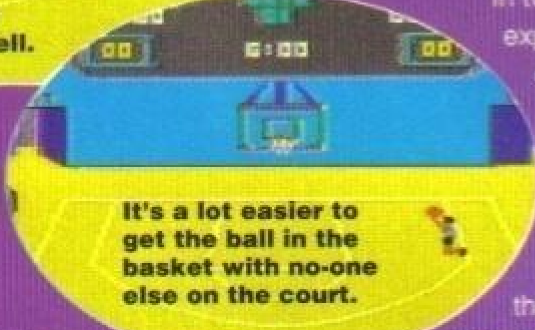
They may be small but they don't half handle the ball well.

*Championship Basketball* is rather odd, simply for the fact that it's a two-on-two game. There have been a few sims around that use the full team, a couple that I've seen have had one-on-one matches, but a basketball sim with only two players on each team – now that's what I call a bit weird.



Doesn't really compare to Jordan versus Magic does it?

It's a game of ball skill, tactical excellence, team work and, at times, sheer luck. At the beginning of each game you're given a set of tactical plans from which to choose, depending on whether you're attacking or defending. Then, when you start playing, you control one member of your team while the other reacts according to the tactic you've chosen. Scoring is a matter of releasing the Fire button at just the right moment.



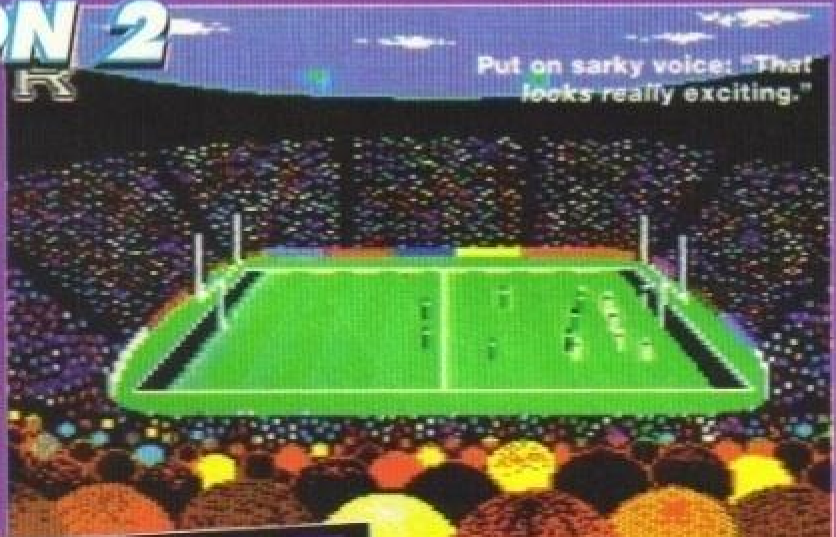
It's a lot easier to get the ball in the basket with no-one else on the court.

In two-player mode you have an expanse of options (some obviously left over from *Grid Iron*). You can play on opposing teams, amalgamate your talents on the same team or play one of two rather odd sub games. Despite the eye-straining tiny sprites it's a decent enough effort.

## CF VITAL STATISTIX

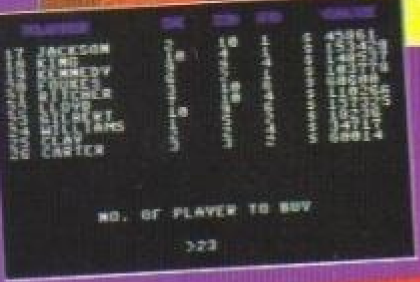
| | |
|---|---|
| GAME | 4-MOST SUPERSPORT |
| PUBLISHER | ALTERNATIVE |
| CONTACT NUMBER | 0977 797777 |
| PRICE | £3.99 |
| AVAILABLE | OUT NOW |
| OTHER INFO | TAPE ONLY |

## GRID IRON 2



Put on sarky voice: "That looks really exciting."

American Football, too! Two of my favourite sports in one pack! Unfortunately, I got excited just a bit too soon. This isn't just one of the most hopeless sports games I've ever seen, it's one of the most hopeless games I've ever seen, period. It's management sim with a twist – it's got no options. Well there are a couple, but they have about as much effect on the game as deciding what colour shirts to play in. No fancy training sessions, no diary, no phone, just a list of quezzies and a load of cigars running about on a pitch.

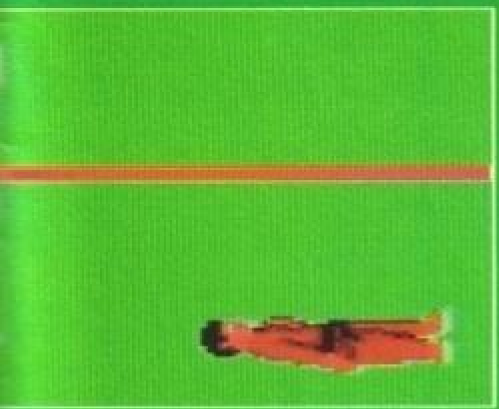


NO. OF PLAYER TO BUY

>23

Believe me, these grabs flatter the game. It's even more boring than it looks!

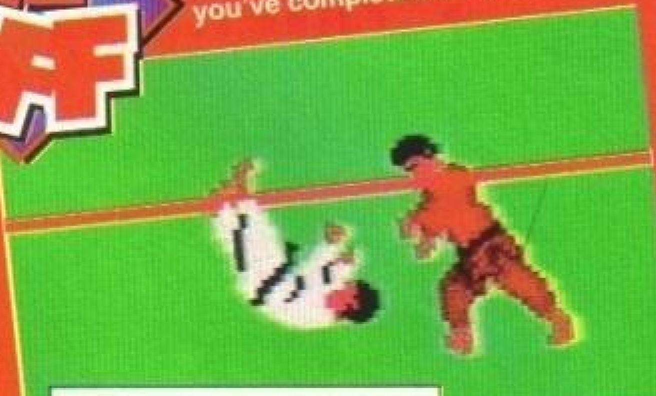
one of those, good-at-what-it-does-type games, okay if you like that sort of thing. If not, then after a couple of bouts it all gets a bit repetitive and (dare I say it?) you couldn't really give a dan (*I really wish you hadn't said that – Ed*).

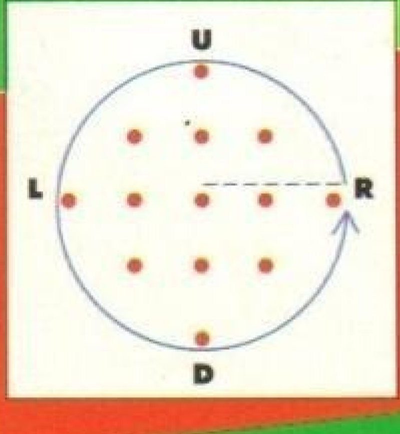


Don't worry he's not dead, he's just resting his eyes, (and the rest of his body).

## TIP OFF

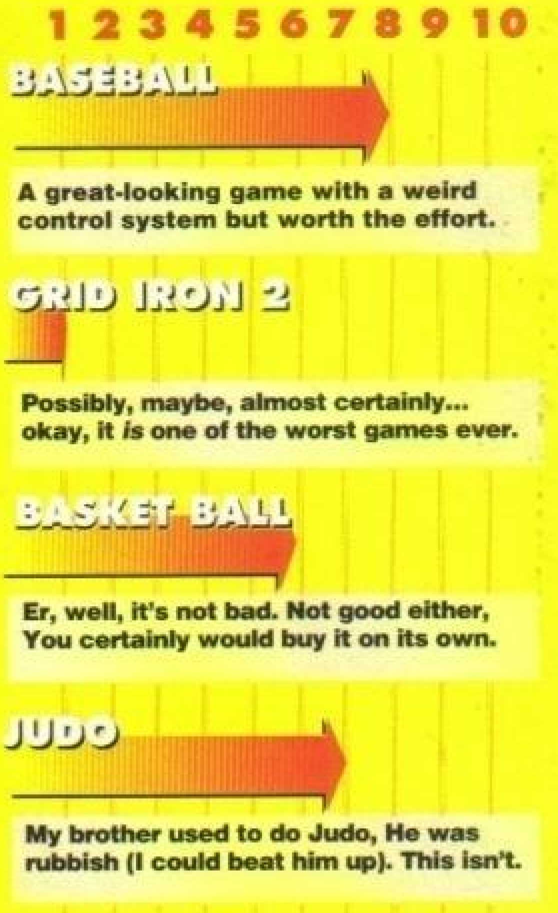
Some of the joystick movement combinations are shown in the manual. But here's one that they don't tell you about for a player facing the right. (Hold the fire button down until you've completed the movement).





Wanna do a move like this one? Then follow the diagram on the left. (It took our little Lisa hours to draw.) It makes sense when you play the game, honest.

## 4-MOST WORLD SPORT



**BASEBALL**

A great-looking game with a weird control system but worth the effort.

**GRID IRON 2**

Possibly, maybe, almost certainly... okay, it *is* one of the worst games ever.

**BASKET BALL**

Er, well, it's not bad. Not good either, You certainly would buy it on its own.

**JUDO**

My brother used to do Judo, He was rubbish (I could beat him up). This isn't.

## POWER RATING

## 68%

# SHADOW DANCER

**It might sound like something shy girls do down the disco or the credit sequence to a James Bond film but apparently shadow dancing has something to do with martial arts. Clur investigates the sordid world of waltzing ninjas and their fluffy puppies.**

Forget Mutant Ninja Turtles, (*who – Ed?*). Here comes the Ninja Dog. You want animals with attitude? The canine sidekick to the eponymous hero of *Shadow Dancer* has more attitude than a sewer full of half-shelled heroes. Talk about man's best friend; this faithful creature will risk his own life to save his master's. Just a pull on the joystick and a tap of the Fire button turns a normally harmless pet into a frenzied attack machine which will delay any opponent for at least a few seconds.

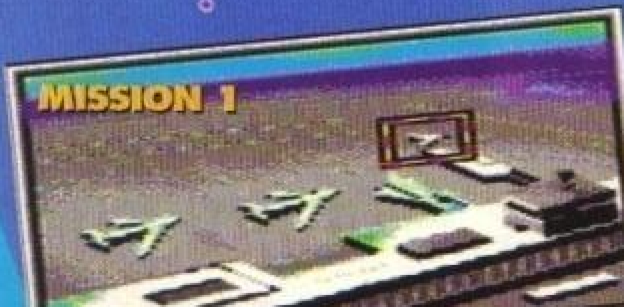
*Shadow Dancer* is split into five missions each with three levels. On each level there's a number of bombs you have to disarm before you move on to the next. The only problem is that the terrorists that put them there aren't to keen on the idea of anyone ruining all their hard work. They're so not keen, in fact, that they're hanging around to make sure that no-one interferes with their bombs until they go boom.

The ninja hero under your control in *Shadow Dancer* is so cool that he totally refuses to run anywhere. His attack strategy consists of ambling calmly into a room and killing everyone in sight. He's go two methods of dispatching enemies – not an immense variety, sure, but if they work, why knock 'em? First there's his infinite supply of throwing stars (*they're called shurikens, you know – Dave*) which he throws at a press of the Fire button. Then you have a limited supply of 'ninja magic' – one touch of the Space bar will destroy everyone in view.

There are no restart points in any of the levels. Get killed once and you're whisked back to the beginning of the level. Lose all three lives and you'll find and it's a one-way express ticket back to the beginning of the game. It doesn't matter if your mutt is still alive

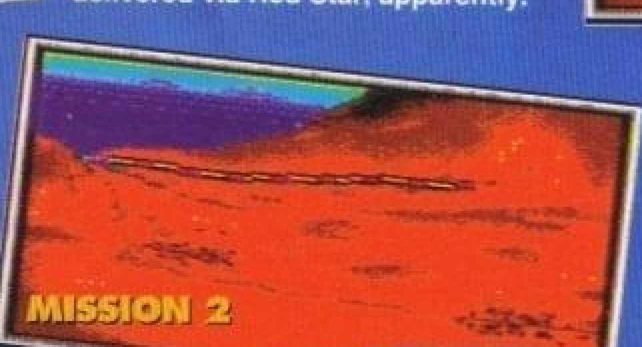
**The baddies can be shurikened, majicked or mauled into non-existence**

## HE'S A MAN WITH A MISSION... ER, MAKE T



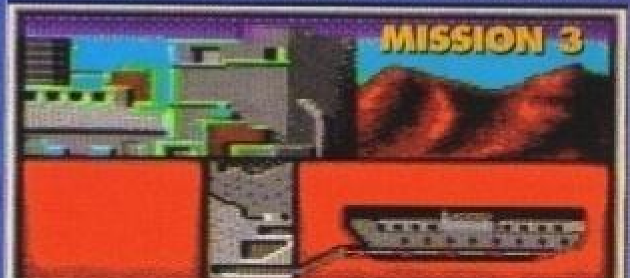
### MISSION 1: OBSTRUCT THE ENEMY'S DEADLY MISSION

**Your first mission takes you and your canine pal on a slugfest journey through the airport concourse, then through the cargo area, ultimately ending up at the enemy's aircraft.**



### MISSION 2: DISRUPT THE ENEMY'S SUPPLY ROUTE

**Next you're taken along the railroad, across the main bridge, ending up in a freight station. Y'see these terrorists types get all their weapons delivered via Red Star, apparently.**



### MISSION 3: RAID THE ENEMY'S INDUSTRIAL UNITS

**The third part of the game sends you into the terrorists' bomb making factory unit. You have to sneak down to the basement in order to reach the top secret area buried deep underneath the industrial site.**

and kicking – if you snuff it, he won't battle on alone. Well there's no-one to whistle at him to tell him who to savage, is there?

If you persevere and finish all three levels in a mission you're whisked away to a bonus level in which ninjas jump leap on you from the ledges of some awfully weird buildings. Beating these levels seems quite simple at first because all you have to do is blast 'em before they hit the ground. But then the enemies start falling thick and fast. And sooner, rather than later, you'll be beaten.

So the game consists of horizontally-scrolling rooms of platforms full of hairy terrorists and ticking bombs, all of which need disposing of pretty swiftish. The baddies can be shurikened, magicked or mauled by your dog into non-existence but the bombs have to be defused by hand.

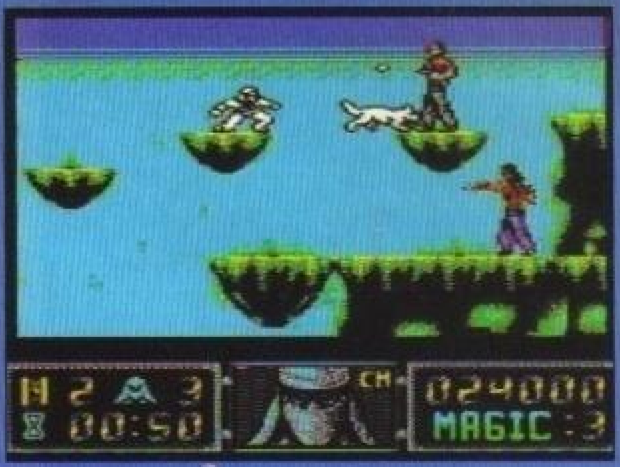
The classy parallax scrolling looks dead smart, adding loads of atmosphere, and the bonus levels are great. *Shadow Dancer* is an enjoyable arcade beat-'em-up, not stunningly different to loads of others out there I'll admit, but great fun and very addictive. Darned daft name, though.

**CLUR**

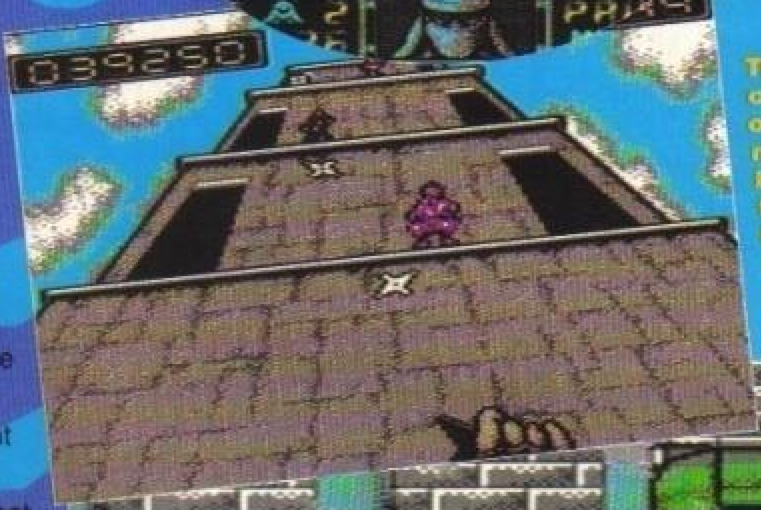
## TIP OFF

Don't waste your hound on situations that look a bit tough but you could actually deal with yourself. Only send him away in the most dire of circumstances because once he's gone he's gone for good. This mutt fights 'till the death.

In other words, what's happening in this screen grab is WRONG! Don't ever, ever, ever (have I made myself clear?) send your faithful furry friend to war in situations like this. What a waste of a loyal pet. Do it yourself.



You'll be needing a lot more than a tetanus jab after a mauling from this mutt. More like a whole episode of *Casualty* devoted to you.



The bonus level could stand up on its own as a no-nonsense blast-'em-up – though, to be honest, it wouldn't exactly be a Corker.

Use your ninja magic to spirit away your enemies. (Spirit, geddit?) (No – Dave.)

## VITAL STATISTIX

GAME ....................SHADOW DANCER
PUBLISHER ....................KIXX
CONTACT NUMBER......021 625 3388
PRICE ....................£3.99
AVAILABLE ....................OUT NOW
OTHER INFO ...TAPE ONLY, MULTILOAD

## SHADOW DANCER

1 2 3 4 5 6 7 8 9 10

**GRAPHICS**

Excellently detailed backgrounds and ever-so-smooth scrolling.

**SOUND**

The effects fit, the tune's cute but there's nothing special here.

**IMPACT**

It doesn't look that great at first, I'll admit, and the controls are odd, too.

**GAME LIFE**

But it's soon non-tear-awayable-from, for a fair old while, anyway.

**POWER RATING**

**89%**

## AT FIVE MISSIONS, ACTUALLY

### MISSION 4: ATTACK THE ENEMY'S UNDERGROUND FORCES

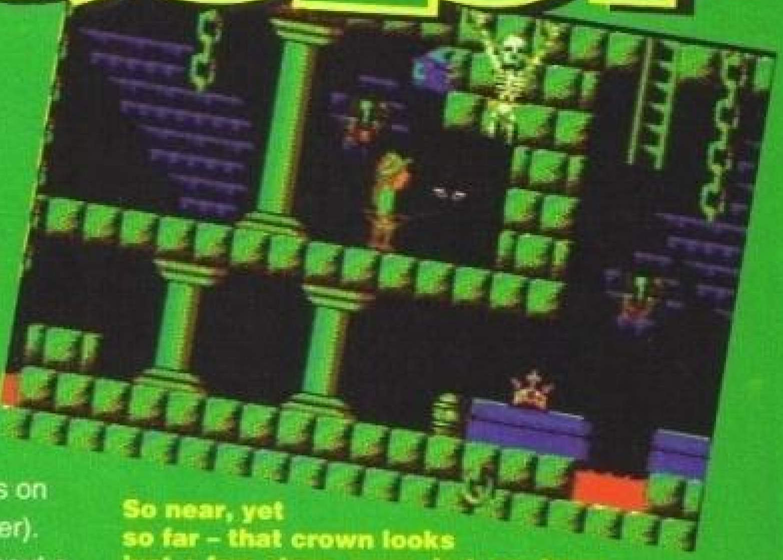
Now for the Ninja Turtles bit. You take a trip into the sewers on the fourth mission, where you and your faithful hound must find your way through the maze of caverns to the outside world.

### MISSION 5: LIBERATE AND SECURE THE SHUTTLE BASE

Your final mission has you working your way across a waterfall and into a shuttle craft where you'll will meet your final foe. Beat him and you can retire to a luxury pagoda with en suite kennel.

# ROBIN HOOD - LEGEND QUEST

**He's lean, he's mean and he wears green tights. Sherwood Forest's league-topping darts player is back in a swashbuckling platform romp. Dave went on a fact-finding tour of Nottinghamshire public house bar food in preparation for his review...**



**So near, yet so far – that crown looks just a few steps away, but you have to take an incredibly long detour to get to it.**

Karl Marx owed a lot to Robin Hood. You might not realize this but socio-political reform in the 12th century was a major issue. Robin was arguably the first Lenninist-Marxist political leader espousing some really rather radical ideas on the redistribution of wealth – robbing from the rich to give to the poor and all that.

But legend has chosen to play down Robin as the socialist champion of the down-trodden working classes (probably because his ideas never really took off and lots of the poor just kept getting arrested for handling stolen goods). Instead the popular image of Robin these days is that of an outlawed aristocrat who was a dab hand with the old arrows, hung out with a load of overweight Merry Men in Sherwood Forest and fought against the evil rule of King John and his not-at-all-nice henchman the Sheriff of Nottingham (or, at least, that's what it says on the back of the bar menu at the Jolly Archer).

Anyway, who wants to play a game about a political reformer? It's not by chance that we've never seen *Emily Pankhurst Vote Quest* on the 64. Nah, swashbuckling romantic heroes make for much better computer game protagonists.

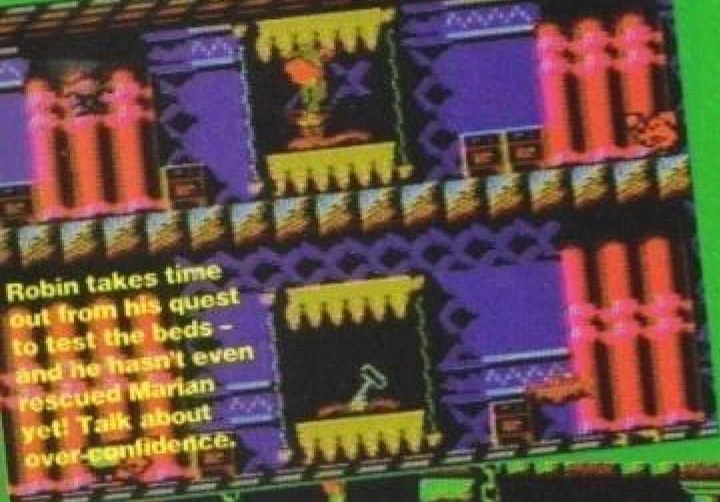
*Robin Hood Legend Quest* is a huge, sprawling platform shoot-'em-up, (or whatever the equivalent ''em-up' is when you're dealing with arrows). The entire game is set inside Nottingham Castle where the Sheriff has Maid Marian held captive. You play Robin and the legendary quest of the title is – you've guessed it – to free the Hood's favourite squeeze. But while you're in there, you might as well take the opportunity to swipe as much swag as you can as well – it is your trade, after all.

> We're talking hugely, humungously, enormously vast.

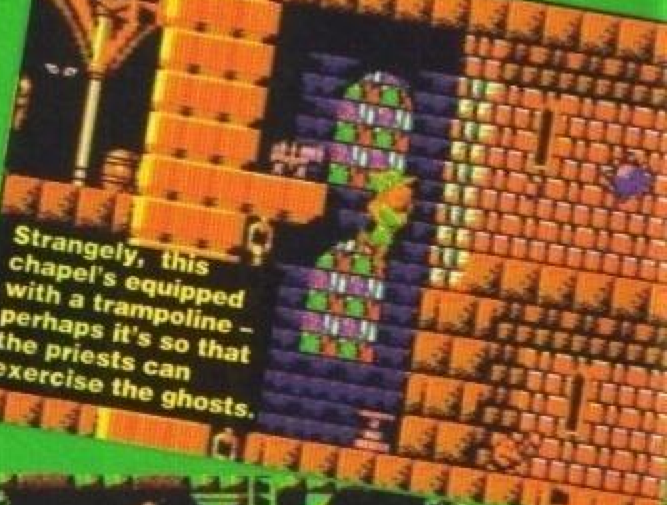
And you're on your own. The Merry Men are conspicuous by their absence (probably all too fat to get through those slitty windows). And there are hordes of the Sheriff's thugs out to get you. Luckily they've been recruited from one step down the evolutionary chain; the motor neurons controlling their legs don't seem to have evolved properly, so they're rooted to the spot and fire arrows from their fists (honest!).

Other life-depleting nasties lurking about the place include some strange little troll thingies (who are so short that your arrows fly over their heads), fire-spitting gargoyles, red hot lava and bats. Luckily you start the quest with three lives and three chances per life. While most of the nasties just nick your chances if they hit you, collision with the heavier thugs or falling into the lava means instant loss of life.

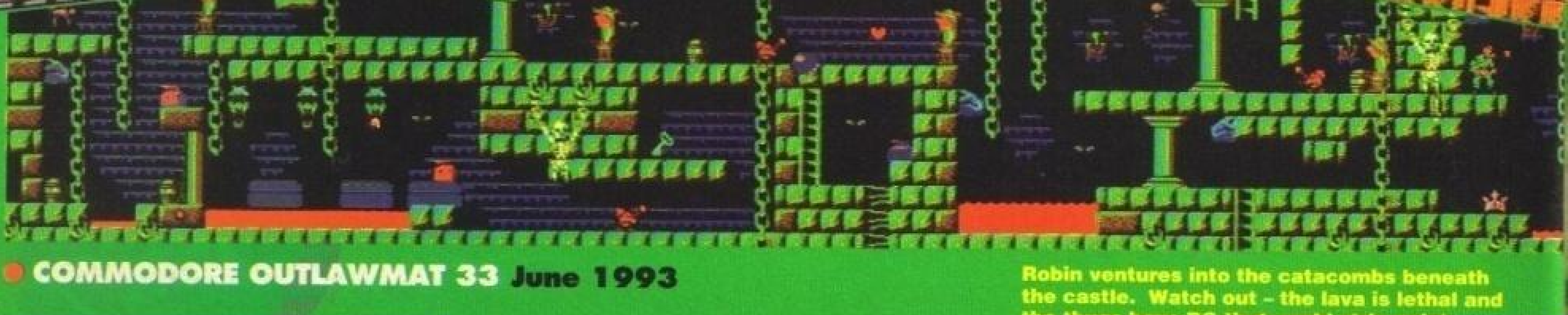
To search the castle you have to locate keys that open the locked doors and trapdoors. And you won't find them under the doormat – they're invariably hidden miles from the doors they open. And I do mean miles. Because, y'see, the game is vast. We're talking hugely, humungously enormously vast. In fact, it



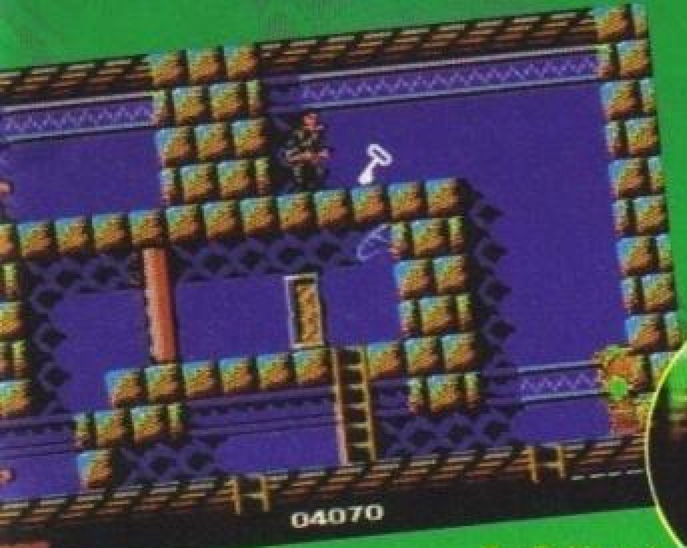
**Robin takes time out from his quest to test the beds – and he hasn't even rescued Marian yet! Talk about over-confidence.**



**Strangely, this chapel's equipped with a trampoline – perhaps it's so that the priests can exercise the ghosts.**



**Robin ventures into the catacombs beneath the castle. Watch out – the lava is lethal and the thugs have BO that could strip paint.**



**No, Rob's not relieving himself against the wall. He's just waiting for some magic blocks to appear so he can reach that key at the top.**

redefines the meaning of vast. In years to come people will sit back after 20 course meals and say, "That was a real *Legend Quest* of a feast!" It's so amazingly… (*get on with it – Ed*). The backgrounds also look superb and sprites are generally impressive, though Robin's cheesey grin and mincing walk are hardly befitting a hero of his stature.

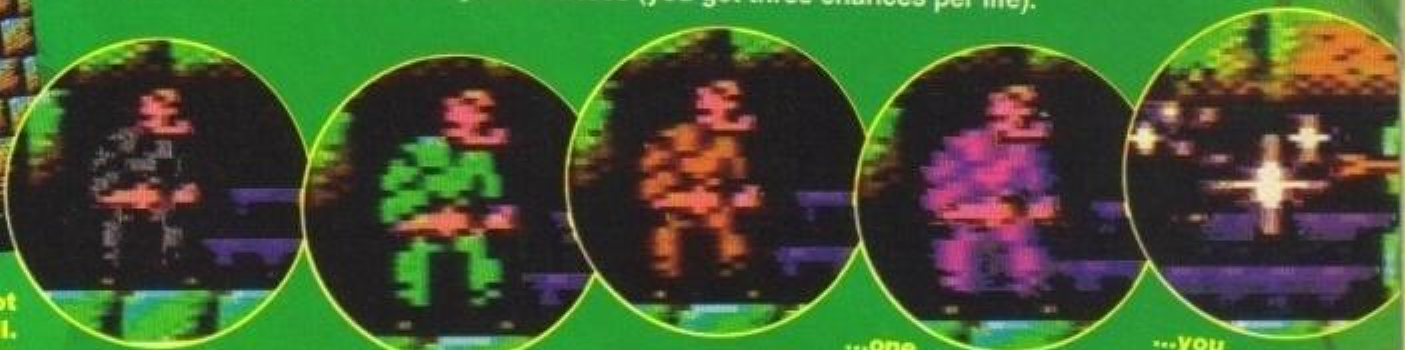
But the game has one basic flaw. It's darned hard! Without a cheat of some sort you might as well give up. It's not impossible, but it's not varied or exciting enough to reward the effort you need to put in. A muddy control system which makes leaping about trickier than seems fair doesn't help matters. Neither does the fact that you can find yourself stuck in rooms from which there's no escape – you can't backtrack to find the key you've obviously missed.

*Legend Quest* is intensely irritating. It's a case of, 'don't get mad, get even madder.' But there's a lot that's impressive in the game if you persevere (or if you've got an AR cartridge and you POKE 23501,173 for infinite chances). Otherwise it's a bit like trying to explain the plot of *2001: A Space Odyssey*.

**DAVE**

## DESCENDING THROUGH THE RANKS

The main thugs appear in different colours which indicate how many shots they'll take to kill. Grey and green thugs will take away a life if you collide with them, brown and purple thugs will just deprive you of one of your chances (you get three chances per life).



He'll take four shots to kill...

...three shots to kill...

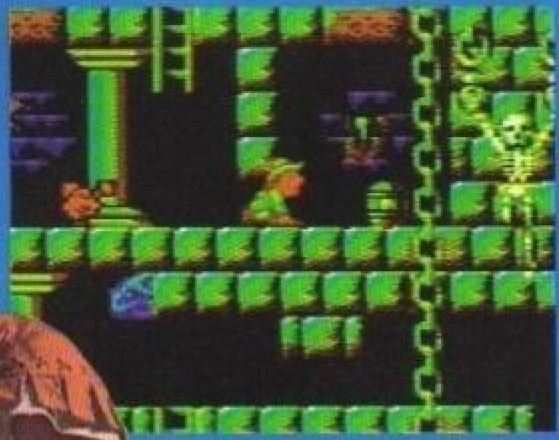
...two shots to kill and...

...one shot to kill...

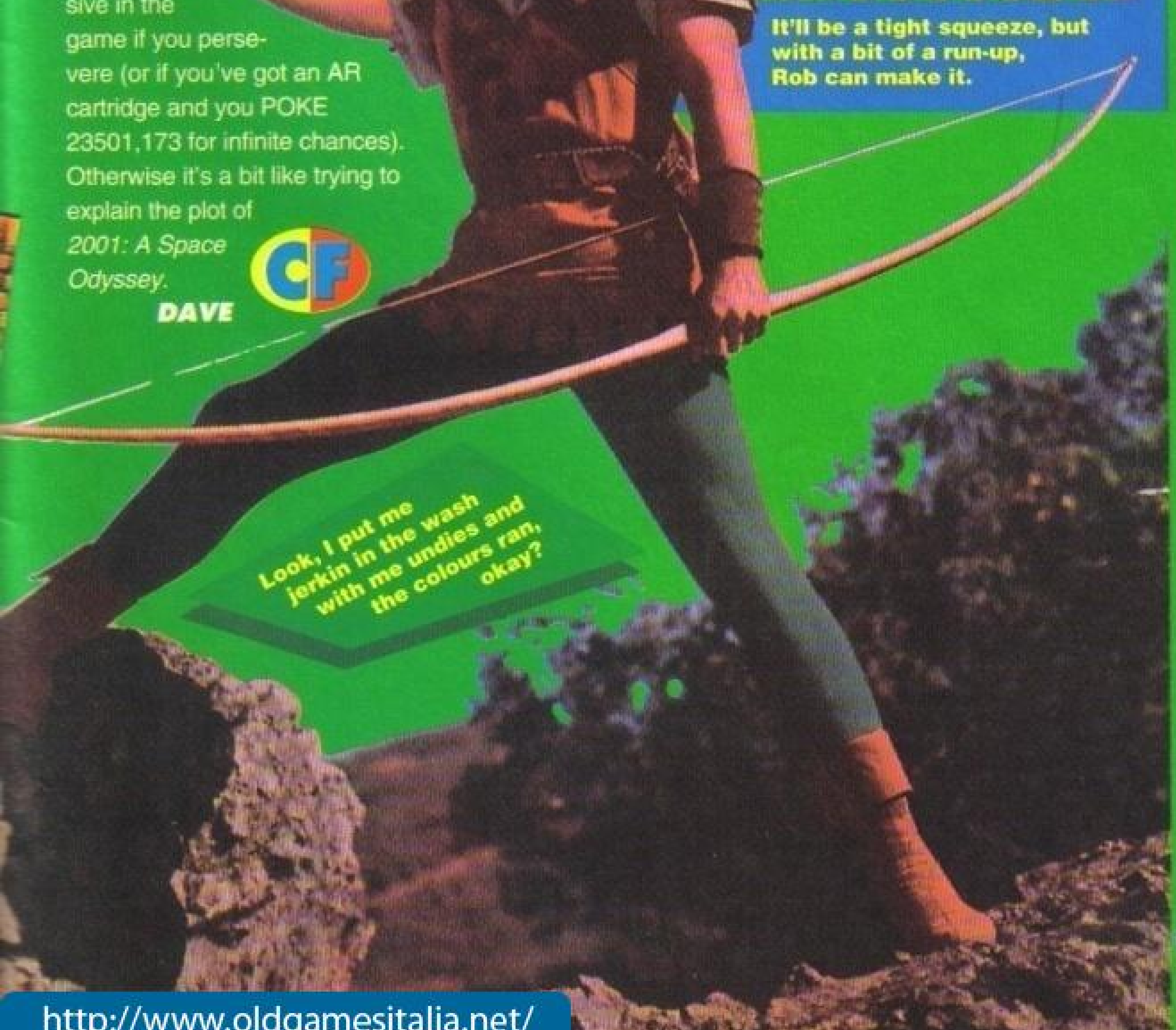
...you got 'im!

## TIP OFF

There are some very tight gaps that the robbin' Robin has to squeeze through at various points in the game. The only way he do it is to take a few steps back, then run up to the gap and duck down just before he reaches it. This way he'll slide through. The longer the gap he has to get through, the longer you need to make the run-up. Similarly, some ledges that seem too high for Robin to jump on to can be reached if you take a running jump.



**It'll be a tight squeeze, but with a bit of a run-up, Rob can make it.**

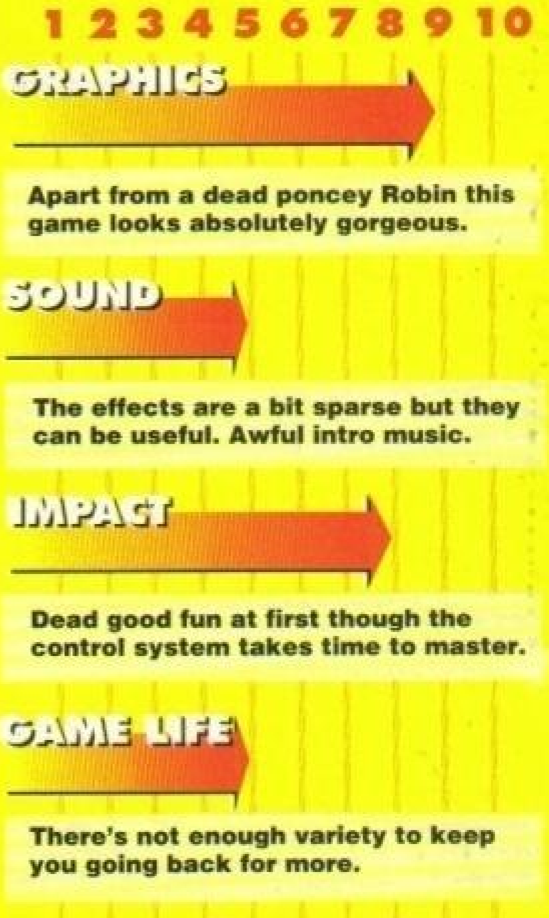


Look, I put me jerkin in the wash with me undies and the colours ran, okay?

## CF VITAL STATISTIX

**GAME** .....ROBIN HOOD LEGEND QUEST
**PUBLISHER** ....................CODEMASTERS
**CONTACT NUMBER**.......0926 814132
**PRICE** ......................................£3.99
**AVAILABLE** .........................OUT NOW
**OTHER INFO** ...TAPE ONLY, MULTILOAD

## ROBIN HOOD – LEGEND QUEST



### GRAPHICS

Apart from a dead poncey Robin this game looks absolutely gorgeous.

### SOUND

The effects are a bit sparse but they can be useful. Awful intro music.

### IMPACT

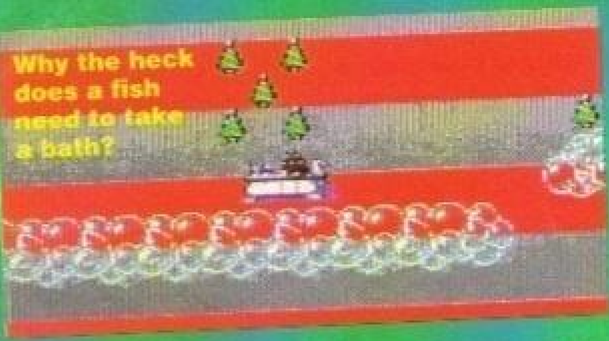
Dead good fun at first though the control system takes time to master.

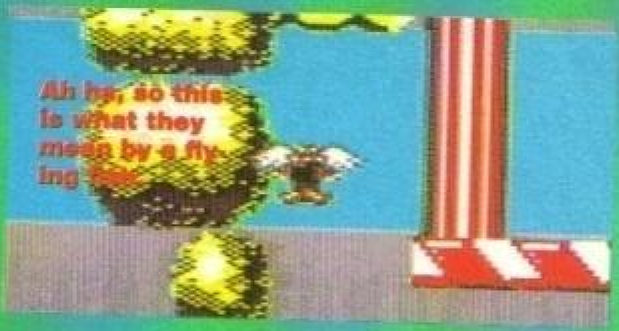
### GAME LIFE

There's not enough variety to keep you going back for more.

## POWER RATING

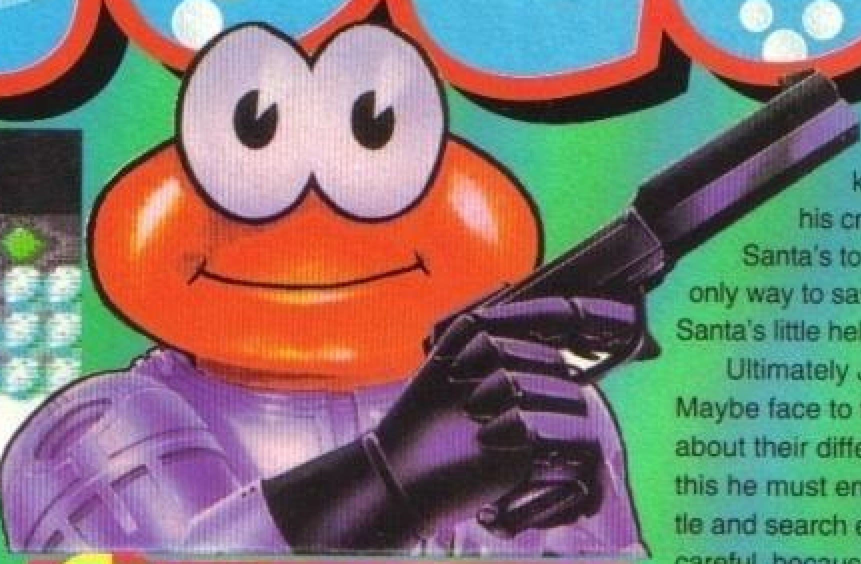
# 73%

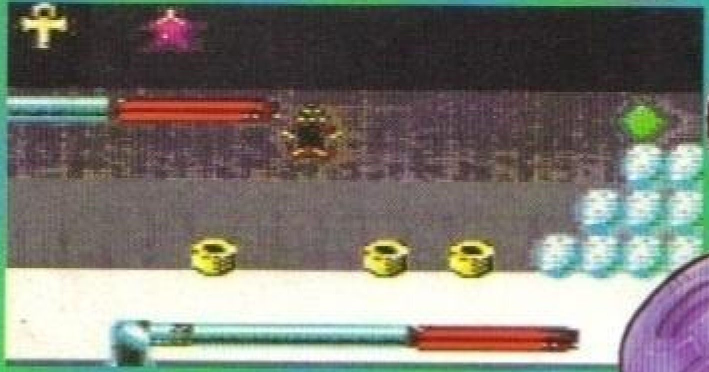

Why the heck does a fish need to take a bath?


Ah ha, so this is what they mean by a flying fish

I always used to eat the green and pink bits but leave the licorice. (*I ate the lot – Dave.*)

# JAMES POND 2 CODENAME ROBOCOD




You can rack up more points in *RoboCod* than any Premier Division footballer could get on their driving licence in a season.

Look, I did try to like it. Honest. But I never could work out what it was that millions of people find so fascinating about sitting next to a putrid canal with a long stick waiting for some extremely stupid, slimy creatures to fall for the old maggot-on-a-hook trick. Let's face it, fish are sooo dull – all they do is swim and eat, and swim and eat and I can't see how you can derive any pleasure from outwitting a creature that's got a seven-second memory span.

But there is one fish that stands out from the others: his name is Pond, James Pond. And a finer fish you have never met. He's redder than a very red gold fish (*what do you do to gold fish? Cook 'em? – Ed*), harder than a cast iron pan and stretchier than Dhalsim's arms.

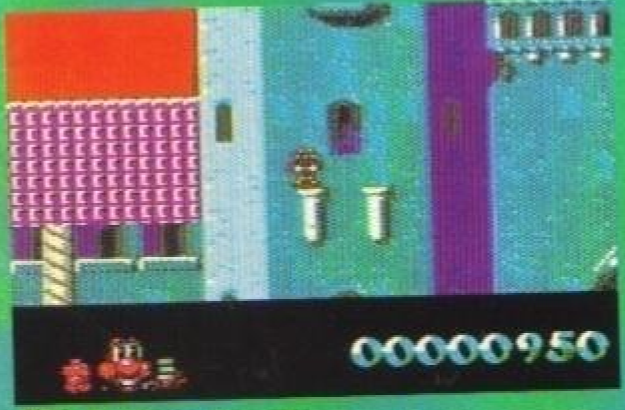
James is an employee of F.I.5.H., the special counter-espionage department of the Secret Ever-So-Special Service. His latest assignment is to stop the evil Doctor Maybe from destroying Christmas as we know it. The diabolical doctor and his cronies, y'see, have taken control of Santa's toy factory in the frozen north. The only way to save Christmas is to rescue all Santa's little helpers from the dastardly doctor.

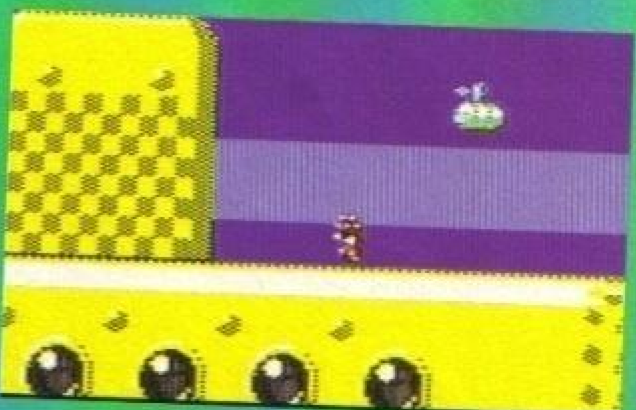
Ultimately James must confront Doctor Maybe face to face (so that they can talk calmly about their differences, you understand). To do this he must enter Santa's snow-encrusted castle and search each room. But he needs to be careful, because the malicious Maybe has turned the whole place into deathtrap – swiping maggots off rusty hooks without impaling your top lip is a doddle compared to this. For a start, each room is protected by penguin-shaped bombs (and this originally came out ages

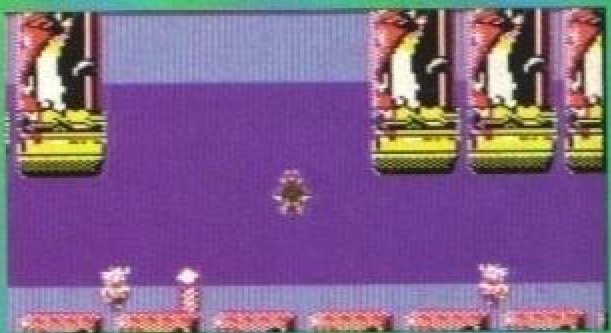
### CF VITAL STATISTIX

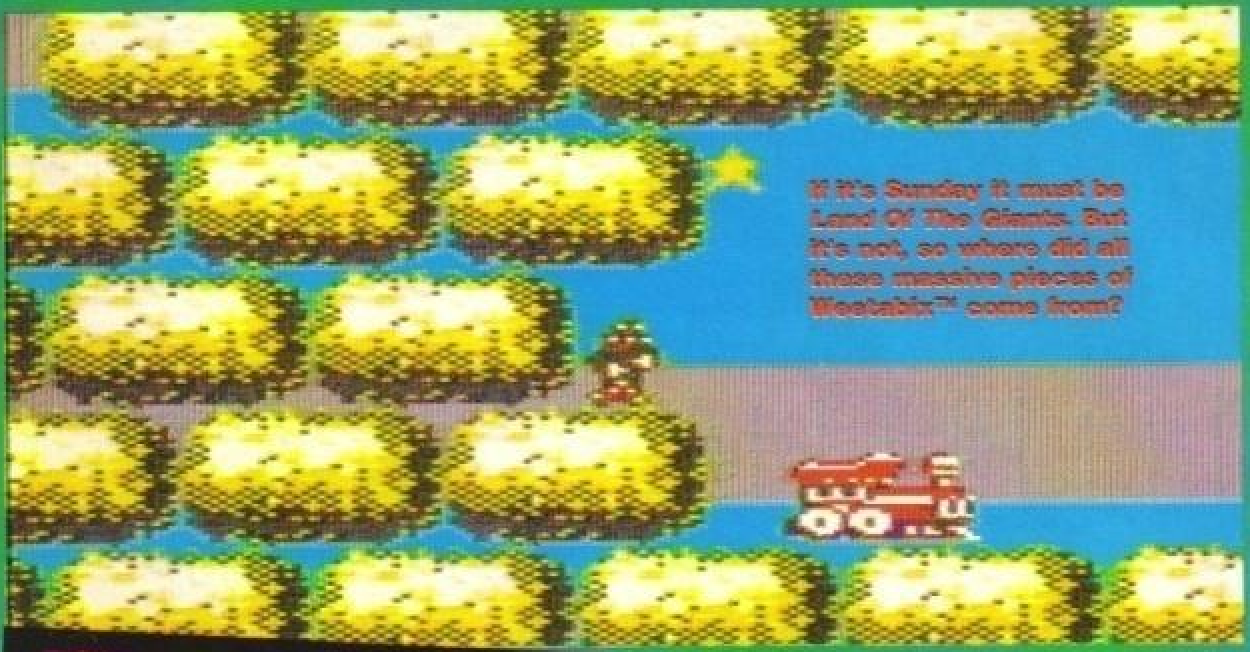
| | |
|---|---|
| GAME | JAMES POND 2: ROBOCOD |
| PUBLISHER | KIXX |
| CONTACT NUMBER | 021 625 3388 |
| PRICE | £3.99 |
| AVAILABLE | OUT NOW |

**It's a Corker!**


This is where the adventure begins, outside Santa's castle. Proceed with extreme care.


John, Paul, George, er, the one with the big nose – I know you're in there somewhere!


Talk about product placement. This must be the opposite to subliminal advertising.



If it's Sunday it must be Land Of The Giants. But it's not, so where did all those massive pieces of Weetabix™ come from?

P-p-p-pick up a penguin? I didn't even realise they wanted a lift.

before *Batman Returns* came out, remember) which James has to disarm before he can leave that room and go on to the next.

But the scaly super-spy has a few tricks of his own including a specially-designed protective suit with a battery-powered extendo-tail. This means that if James needs to reach up further than he can jump, he just pushes a button and his tail becomes infinitely extendable.

super battery-powered, extendo-tail

You take control of the pliable piscian in this epic platformer. Basically you have to explore every nook and cranny of the castle, either avoiding or bopping the nasties as you see fit. Shrinking back into your suit when you jump protects you from any harm and also disposes of any baddies you bounce on.

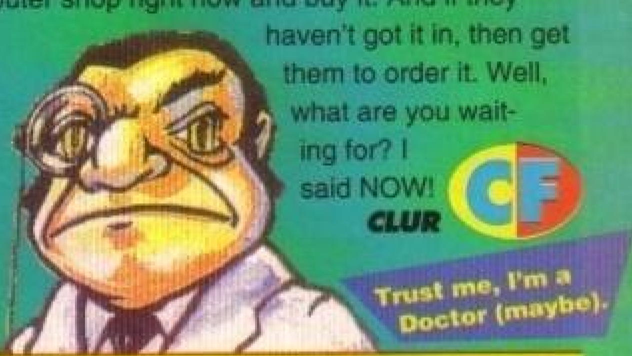
The game has a wonderfully physical feel to it. Ease up on the joystick and James doesn't stop dead, he skids to a halt. You have to take this momentum into account, otherwise you'll end up sliding off the end of a platform and impaling yourself on the spikes below. More to your advantage, though, is the fact that James can change direction in mid-jump and that leaping on to something bouncy, like jelly, will make him soar up to even greater heights.

There are loads of secret pick-ups hidden behind platforms or in boxes. The ones behind the platforms are always goodies, such as extra lives, but you can never be sure what you're going to discover in the boxes. The only way to find out is by banging your bonce on their undersides to open them (that *sounds painful – Ed*). So the game isn't just a find-the-exit-and-blast-everything-in-sight-on-the-way jaunt; there are loads of nooks to investigate and disguised crannies to explore along the way.

All this, combined with the hugeness of the levels and the sheer number of rooms to explore makes for a fantastically long-lasting game which well and truly gets its hooks in from the first screen. I can guarantee that when you lose all your lives and don't have any of your three continues left you'll have no qualms about loading the game up again straight away (even though it does take its time).

If you didn't buy *RoboCod* a year ago as a full-pricer then trundle along to your local computer shop right now and buy it. And if they haven't got it in, then get them to order it. Well, what are you waiting for? I said NOW!

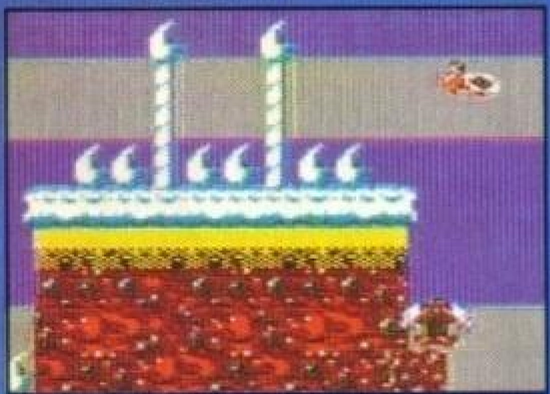
**CLUR**



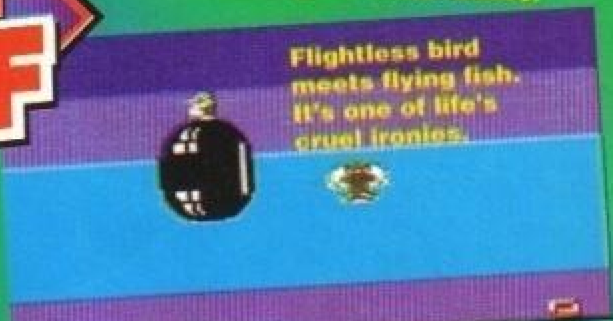
Trust me, I'm a Doctor (maybe).

### TIP OFF

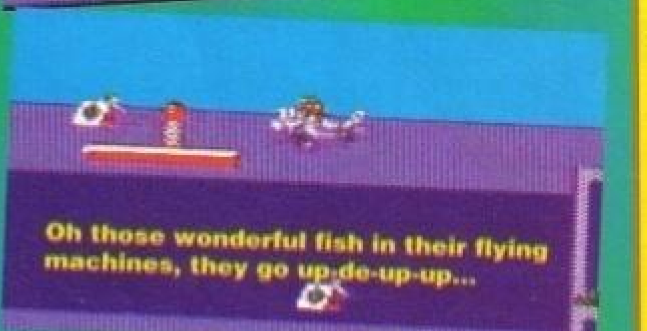
**You can make your life a lot easier on the cake level by picking up the hidden pair of wings. Go to the last cake at the bottom right of the level and slip carefully off the right hand side. Below you will be a small cakey platform where you'll find the wings. Stick 'em on and soar.**



Stretch, and relax... And stretch and relax... The *James Pond Work Out* is available at all good video stores.

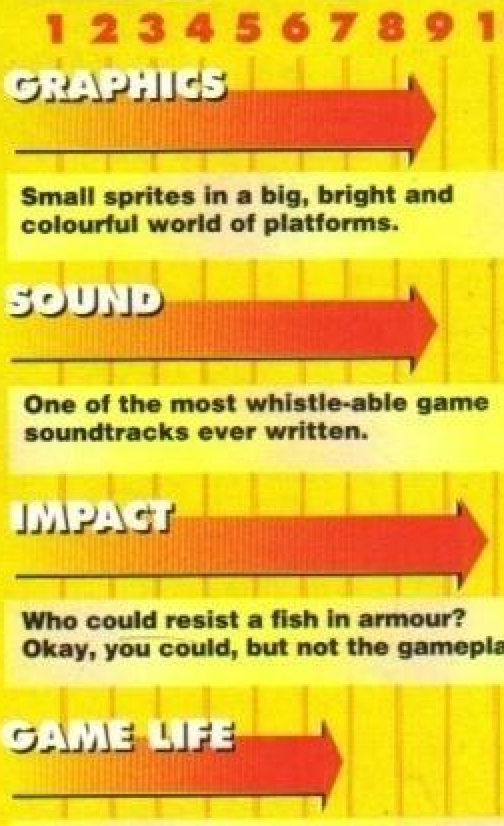


Flightless bird meets flying fish. It's one of life's cruel ironies.



Oh those wonderful fish in their flying machines, they go up-de-up-up...

## JAMES POND 2 CODENAME ROBOCOD



**GRAPHICS**

Small sprites in a big, bright and colourful world of platforms.

**SOUND**

One of the most whistle-able game soundtracks ever written.

**IMPACT**

Who could resist a fish in armour? Okay, you could, but not the gameplay.

**GAME LIFE**

Lots of secret rooms to explore and hidden bonuses to find.

**POWER RATING**

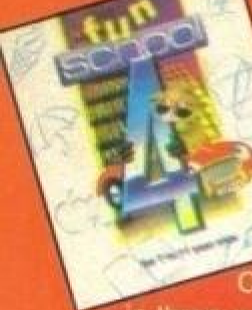
**93%**

PICKED BY THE TEAM, THE BEST PROGRA

# COMMODORE

## FUN SCHOOL 3 & 4

*Europress*



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**Buy both *Fun School 3* AND *4* in any one of the age ranges and you can can get 'em both for just £12! That's a saving of nearly £8! (This offer is only available for the cassette version, y'see.)**

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|---|---|---|
| *Fun School 3* Under 5 (Cassette) | £9.99 | CF194A |
| *Fun School 3* 5-7 (Cassette) | £9.99 | CF194B |
| *Fun School 3* Over 8s (Cassette) | £9.99 | CF194C |
| *Fun School 4* Under 5 (Cassette) | £9.99 | CF195A |
| *Fun School 4* Under 5 (Disk) | £12.99 | CF189A |
| *Fun School 4* 5-7 (Cassette) | £9.99 | CF195B |
| *Fun School 4* 5-7 (Disk) | £12.99 | CF189B |
| *Fun School 4* Over 8s (Cassette) | £9.99 | CF195C |
| *Fun School 4* Over 8s (Cassette) | £9.99 | CF194C |
| *Fun School 3* And 4 Under 5 (Cass) | £12.00 | CF196A |
| *Fun School 3* And 4 5-7 (Cass) | £12.00 | CF196B |
| *Fun School 3* And 4 Over 8s (Cass) | £12.00 | CF196C |

## PAINT AND CREATE

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A *Fun School* special – its title says it all. It's all about painting and, indeed, creating. All the fun without with paint stains in the carpet.

| Description | RRP | *CF* Price | Order No |
|---|---|---|---|
| *Paint and Create* | £12.99 | £9.99 | CF192 |

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Roll up, roll up. All the fun of fair (and don't let on to your kids that it's doing them some good in the spelling department as well). More class educational software from the people who brought you *Fun School*. Suitable for middle school pupils.

| Description | RRP | *CF* Price | Order No |
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| *Paint and Create* | £12.99 | £9.99 | CF190 |

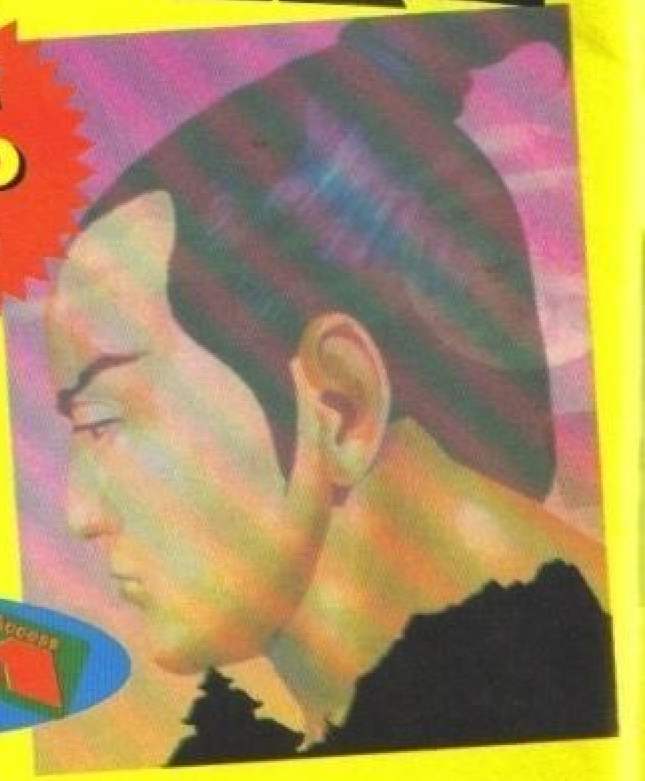
## FIRST SAMURAI

*UBI Soft*

**An arcade adventure hack-'em-up with a distinctly ninja flavour, *First Samurai* received one of the highest scores *CF* has ever awarded a game – 96 per cent. It's got the lot – great graphics, great sound, great gameplay, great whatever else there is left to be great.**

| Description | RRP | CF Price | Order No |
|---|---|---|---|
| *First Samurai (cass)* | £11.99 | £9.99 | CFSAMC |
| *First Samurai (disk)* | £16.99 | £13.99 | CFSAMD |

SAVE UP TO £3



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mini OFFICE II

## MINI OFFICE 2

*Europress*

SAVE UP TO £3

**An integrated word processor, database, spreadsheet, label printer, graphic utility and comms program all in one package. *Mini Office* can turn your C64 into a versatile business machine (and it's great to do your homework on, as well). Some serious software.**

| Description | RRP | CF Price | Order No |
|---|---|---|---|
| *Mini Office cass* | £10.99 | £13.99 | CM201 |
| *Mini Office disk* | £15.99 | £12.99 | CM202 |

## FORMAT BINDER

**What's orange and white, metal and plastic and hold 12 issues of *Commodore Format*? The *Commodore Format* binder. How can you live without it?**

DEAD SMART

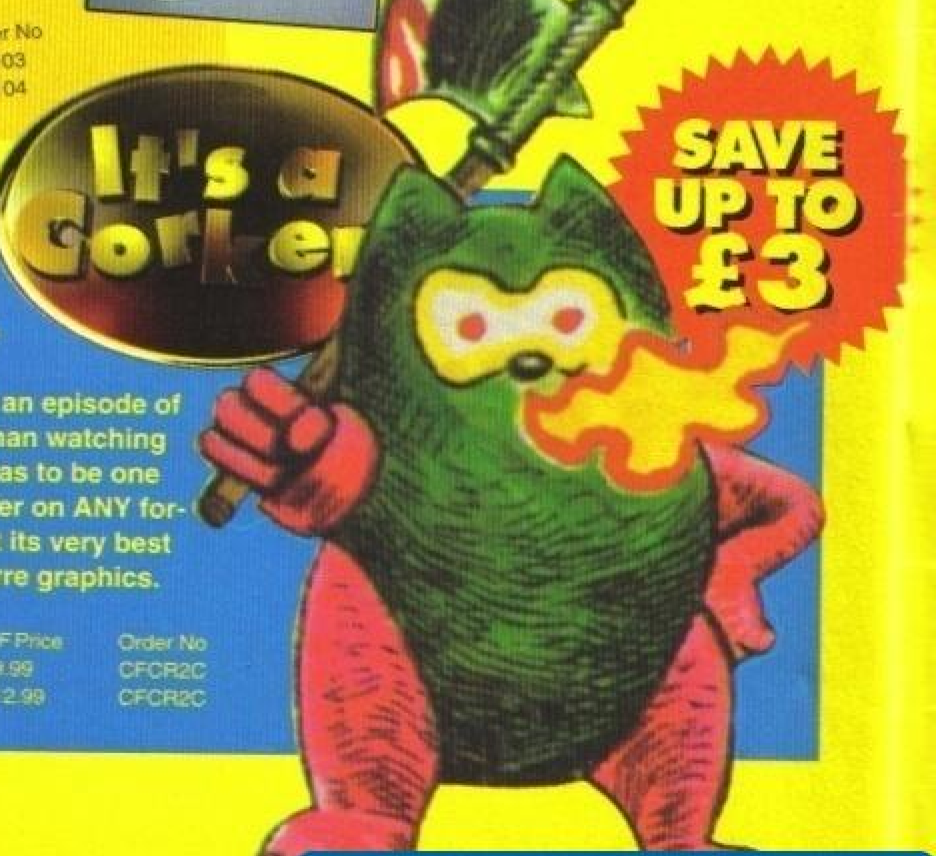
| Description | CF Price | Order No |
|---|---|---|
| *CF* binder | £5.99 | CM103 |
| Two *CF* binders | £11.00 | CM104 |

## CREATURES 2

*Thalamus*

**If you haven't got this game – WHY NOT? It's a Corker of awesome proportions. Gorier than an episode of *Casualty* and more fun than watching Clur beat up Dave, this has to be one of the greatest games ever on ANY format! Platform puzzling at its very best with some superbly bizarre graphics.**

| Description | RRP | *CF* Price | Order No |
|---|---|---|---|
| *Creatures 2 cassette* | £10.99 | £9.99 | CFCR2C |
| *Creatures 2 disk* | £15.99 | £12.99 | CFCR2C |



SAVE UP TO £3

MS AROUND FOR YOUR MACHINE!

# SUPER STORE

## HAVE YOU BEEN MISSING OUT?

Plug those holes in your *CF* collection (as long as they're not from before issue 22, that is). Order your back issues now before they run out (and with some of 'em that situation is imminent). If you haven't bought the Galaxy's greatest Commodore magazine every month for the last 11 months here's what you've been missing:

**CF22: Cover tape – full games:** *Hover Bovver, Agent Orange.*
**Demo:** *Robocod.*
**Gamebusters:** *Murray Mouse, Rainbow Islands.*
**Reviews:** *James Pond: Robocod, Biff, Dylan Dog, Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber, Gary Linneker Collection, Euro Football Challenge.*

**CF23: Cover tape – Full games:** *Defenders Of The Earth, Johnny Reb 2.*
**Demos:** *Biff, Bug Bomber, Nobby The Aardvark.*
**Gamebusters:** *Maze Mania, Rainbow Islands, Super Seymour Saves The Planet.*
**Reviews:** *Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors, The Olympiads.*

**CF24: Cover tape – Full game:** *Famous Five.*
**Demos:** *Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.*
**Gamebusters:** *Space Crusade.*
**Reviews:** *Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.*
**Specials:** Typing in listings (a popular one, this!); getting the most out of your datassette.

**CF25: Extra Cover tape –** *Saracen Paint.*
**Cover tape – Full game:** *John Lowe's Ultimate Darts.*
**Demos:** *Slicks, Hägar.*
**Gamebusters:** *Space Crusade, DJ Puff, Vendetta.*
**Reviews:** *Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.*
**Specials:** Even more about your datassette (what did we find to write about?)

**CF26: Cover tape – Full games:** *Twin Tiger, Cosmic Causeway, Bomber.*
**Demos:** *Stuntman Seymour, Doc Croc.*
**Gamebusters:** *Space Crusade, DJ Puff.*
**Reviews:** *Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3*
**Specials:** First installment of Let's Make A Monster.

**CF27: Cover tape – Full games:** *Deflektor, Alternative World Games, The Muncher.*
**Demo:** *Sceptre Of Baghdad.*
**Gamebusters:** 13-page *Creatures 2* special.
**Reviews:** *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Psycho's Soccer, Locomotion.*
**Specials:** Fan clubs.

**CF28: Cover tape – Full games:** *First Strike, Fifth Gear, Locomotion, Reckless Rufus, Nick Faldo's Championship Golf.*
**Gamebusters:** *Spellbound Dizzy, Famous Five.*
**Reviews:** *International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Championship Golf, Paint And Create.*

**CF29: Cover tape – Full games:** *Herobotix, Battleships, Highway Encounter.*
**Demo:** *Carnage.*
**Gamebusters:** *Winter Camp, Spellbound Dizzy, Batman, The Caped Crusader.*
**Reviews:** *WWF European Rampage, Sceptre Of Baghdad, Playdays, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.*

**CF30: Cover tape – Full games:** *Slayer, Rebounder, Daedalus, Blackjack 21.*
**Gamebusters:** *Creatures, Reckless Rufus, Winter Camp, Tip Dip.*
**Reviews:** *Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, Big Box.*
**Specials:** How to write dead brill' *SEUCK* games.

**CF31: Cover tape – Full games:** *Cauldron 2, Snare, Subterranea, Monster Mash.*
**Demo:** *Arnie 2.*
**Gamebusters:** *Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.*
**Reviews:** *McDonaldland, Table Tennis, Super Sports Challenge, 4-Most Super Sports, Snare,*
**Specials:** More SEUCKcess; Football management sims.

**CF32: Cover tape – Full games:** *Thrust, Steel, Corya.*
**Full Utility:** *FROST* (sprite designer utility).
**Gamebusters:** *Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.*
**Reviews:** *ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.*

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# NEXT MONTH

## IT'S BACK!

Or, at least, it will be on 22nd of June! (Obviously we'll have changed all the words and the piccies), but the hyper-exciting-wonder-mag they're calling *Commodore Format* will be back on the shelves cunningly labelled *CF34*.

Everything that matters (and a few things that don't) to the C64 will be here, jostling, pushing and shoving for your attention in our Summer Special. There will be more pages (because you asked for them) than ever, so there will be oodles to give all the latest games the glorious technicolour treatment they deserve – and that hopefully includes *Bee 52* and *Lemmings*. Gamebusters will be defeating 'unbeatable' games with an immense selection of tips, tricks and pokes for your delectation and delight.

The features crew will running at full speed too, with part two of Do the Sprite Thing, Part Nine (*are they ever going to finish that game? – Ed*) of *Mayhem in Monsterland* and a rare insight into the world of computer magazines as Clur talks us through, "A Month in the life of a Games Player" – I just hope you've got strong stomachs!

In fact, we're so excited about this whole *CF34*-type thing that we're not even going to bother finishing *CF33* and get started on it right... (*Future Publishing would like to apologise for this temporary fault. Normal service will be resumed on 22nd June. Thank You – A Publisher.*)

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## LETTER FROM AMERICA

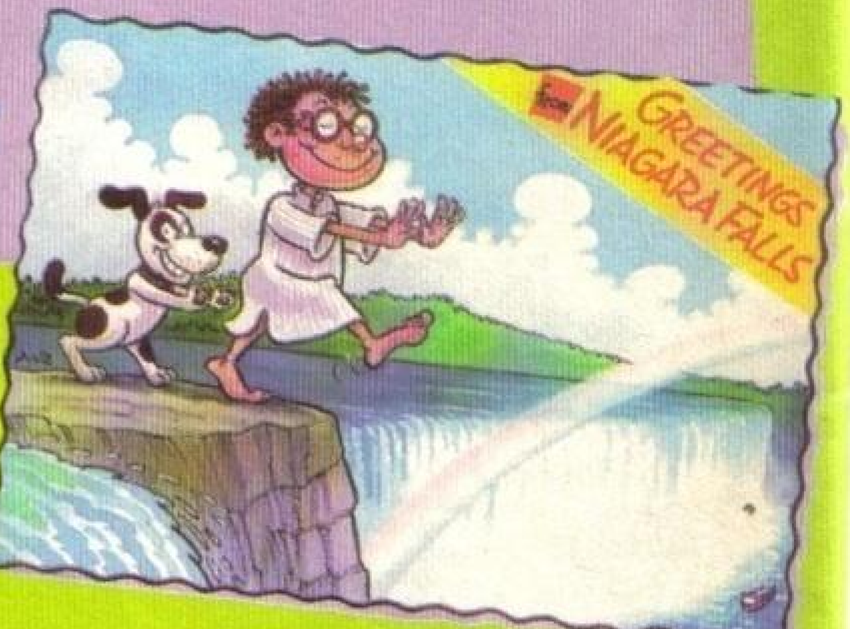
Dear *Commodore Format*,

I'd always wanted to visit America – it's the land of the free you know – and now thanks to Dad's job on the SS Poseiden, the trip cost me nowt! I was set for a re-enactment of *Home Alone 2* as we sailed into New York (New York, it's a wonderful town), when Mum and Dad announced that we were going to visit the famous honeymoon resort of Niagara Falls – Yeeuuuuch!

The sight of such massed soppiness turned my tum so I sloped off to our hotel to try out the copy of *Sleepwalker* that you sent over. (Yawn!) The trip must have been more tiring than I thought though, because (yawn) I found myself snoozing off in the middle of the game... Zzzzz....zzzz....zzzz...

I must have a had a terrible nightmare 'cos when I woke up my clothes were soaking wet, my head ached and my feet were sore. I can't help feeling some- thing happened while I slept. How else could you explain the curious high score 'DBT' that appeared on *Sleepwalker*?

Yours, Roger,
Niagara Falls.



**It's true! New improved Daz Ultra really can get out blood stains.**

## IT'S A DOG'S LIFE

Canine stars seem to be taking over this month's *CF*. We thought we'd got shot of the mutts when Debit left, but now both *Shadow Dancer* and *Sleepwalker* feature dogs. Is there a connection? *CF* doggedly (*I don't believe you just said that! – Ed*) tracks down the truth.

| **FROM** | *Sleepwalker* | Roger Frames | *Shadow Dancer* |
|---|---|---|---|
| **DOG** | Ralph | Debit | Ninja Dog |
| **OWNER** | A dozing geek | A dozy geek | A Ninja Warrior |
| **FUNCTION IN LIFE** | To save his master | To help his master (usually) | Savaging law breakers |
| **COLOUR** | Brown (with grey arms) | White with brown spots | White |
| **OBEDIENCE** | Lee never speaks | Debit never listens | Attacks on command – but often can't wait |
| **TEMPERAMENT** | Philanthropic pooch | Miserly mutt | Vicious psycho killer |
| **OWNER** | Somnambulistic dimwit | Tight fisted half-wit | A very nice man with a massive sword |
| **FIRST APPEARED** | 5/93 | 5/91 | 3/91 |
| **FAVOURITE FOOD** | Lots of coffee | Anything cheap | Terrorists |
| **HOBBIES** | Supporting Lee | Supporting Rovers | Killing things |

So there you have it, convincing proof that Debit is in fact, or at least could be with a few minor character changes, Lee. We are glad to report that he is definitely no Ninja Dog (*Shame – Ed!*)

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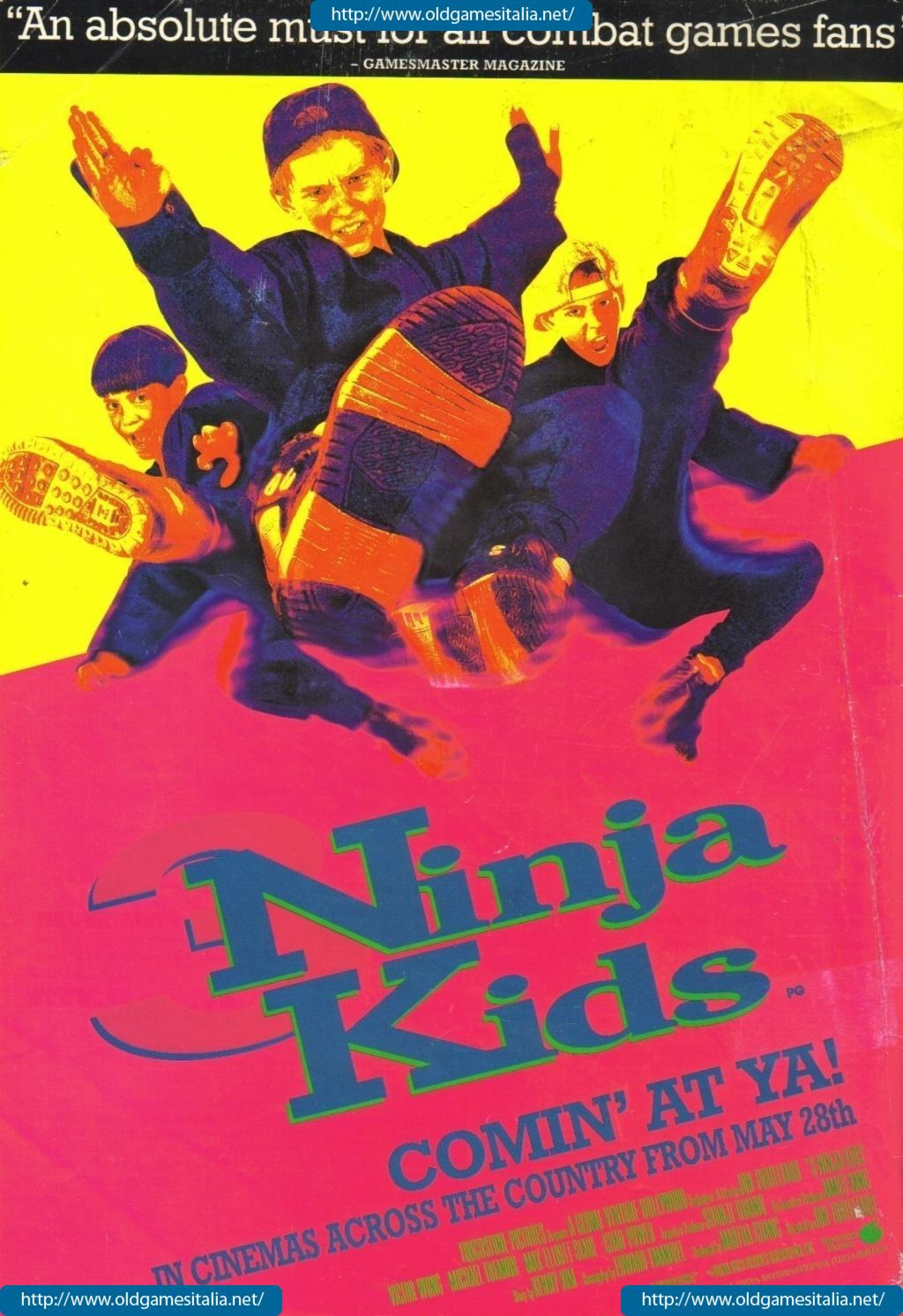
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